

# MAGIC BUTTERFLIES

## TEAM

Alina Arthur | Medieninformatik, 7.Semester

Eda Koyuncu | Mobile Medien, 8.Semester

Anne Naumann | Mobile Medien, 7.Semester

Alessandro Puddu | Medieninformatik, 7.Semester

Philipp Recke | Medieninformatik, 9.Semester

Sascha Wirtz | Mobile Medien, 7.Semester

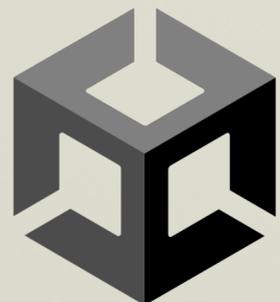
## MOTIVATION

Cross-Plattform VR-Game als Multiplayer

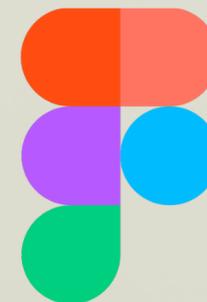
Networking / Interaktion zwischen VR-Spieler und PC-Spieler

Ziel: Im Team so viele Schmetterlinge zu fangen wie möglich

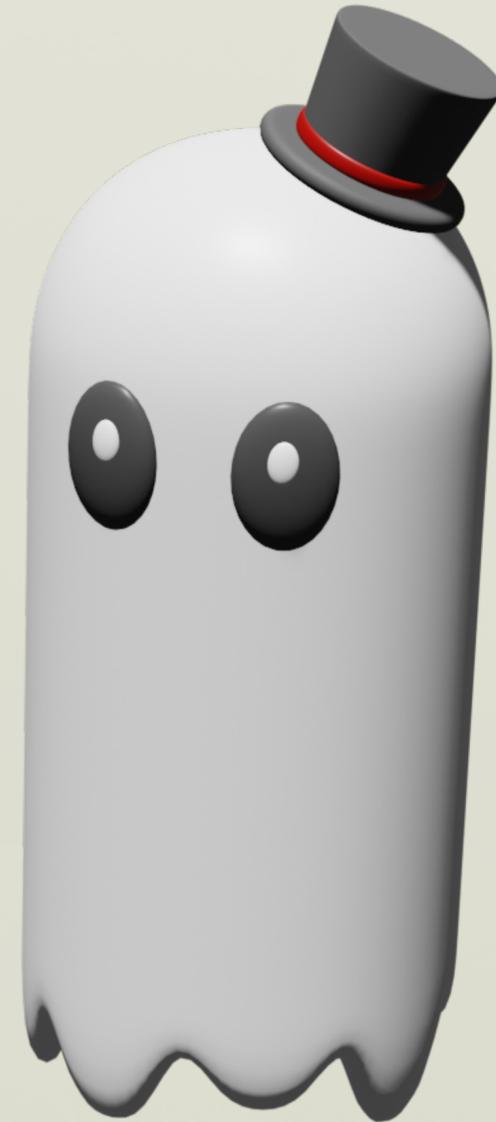
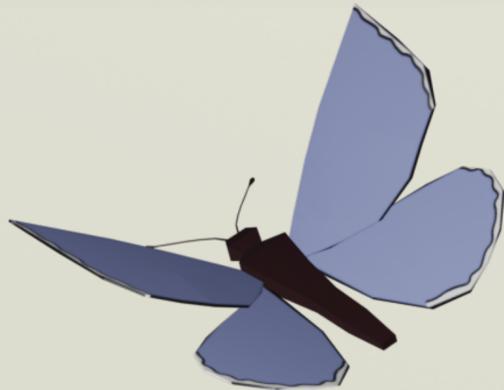
## UMSETZUNG



VIVE



# ASSETS



# UMGEBUNG

