MICHIGAN STATE
UNIVERSITY

Beta Presentation
Virtual Reality Network Monitoring

The Capstone Experience

Team GM 1

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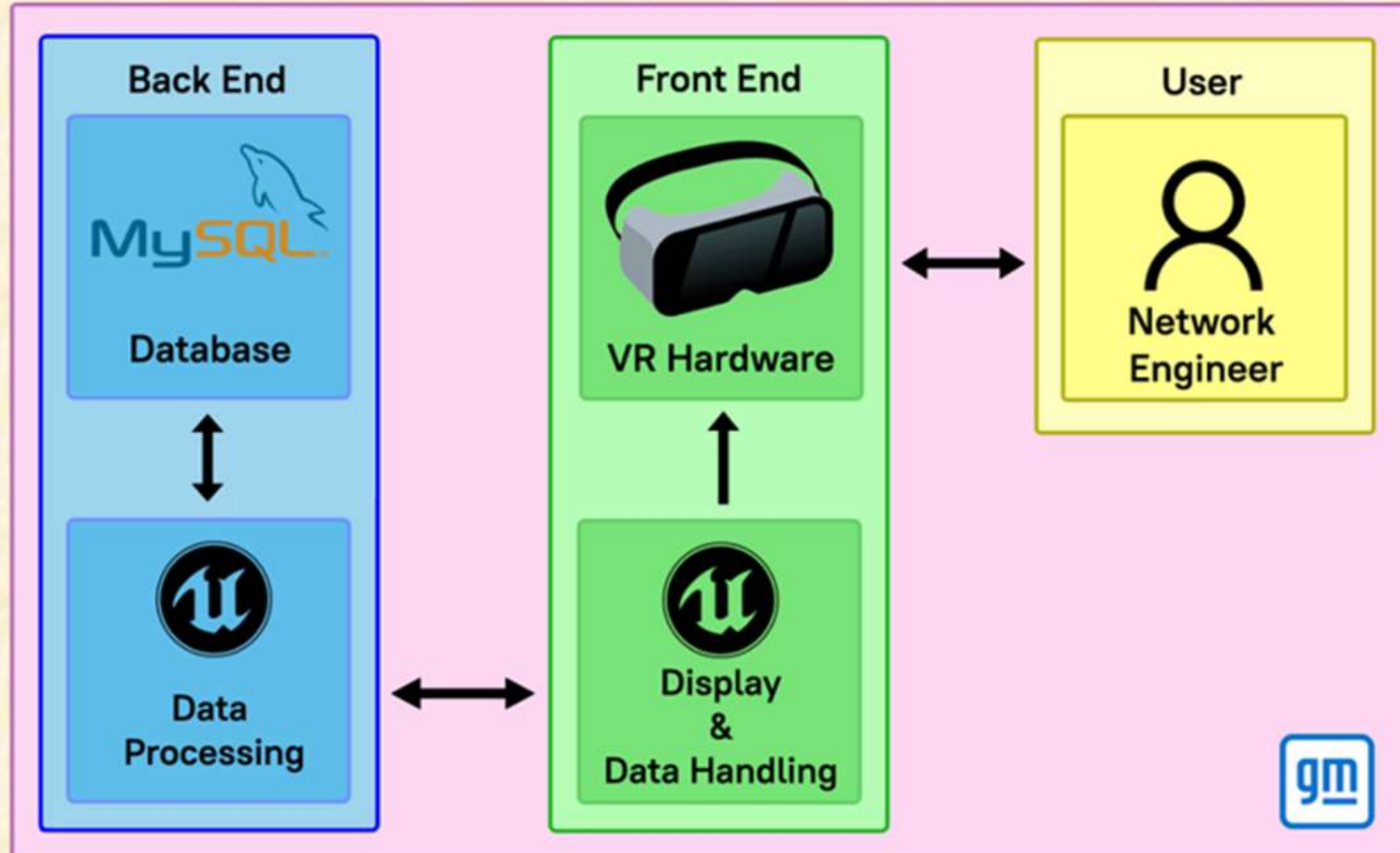Michigan State University

Spring 2023

From Students…
…to Professionals

Project Overview

- Our goal is to create a way to monitor networks in Virtual Reality

- Current network monitoring software is clunky, unintuitive, and unnatural feeling from a user's perspective

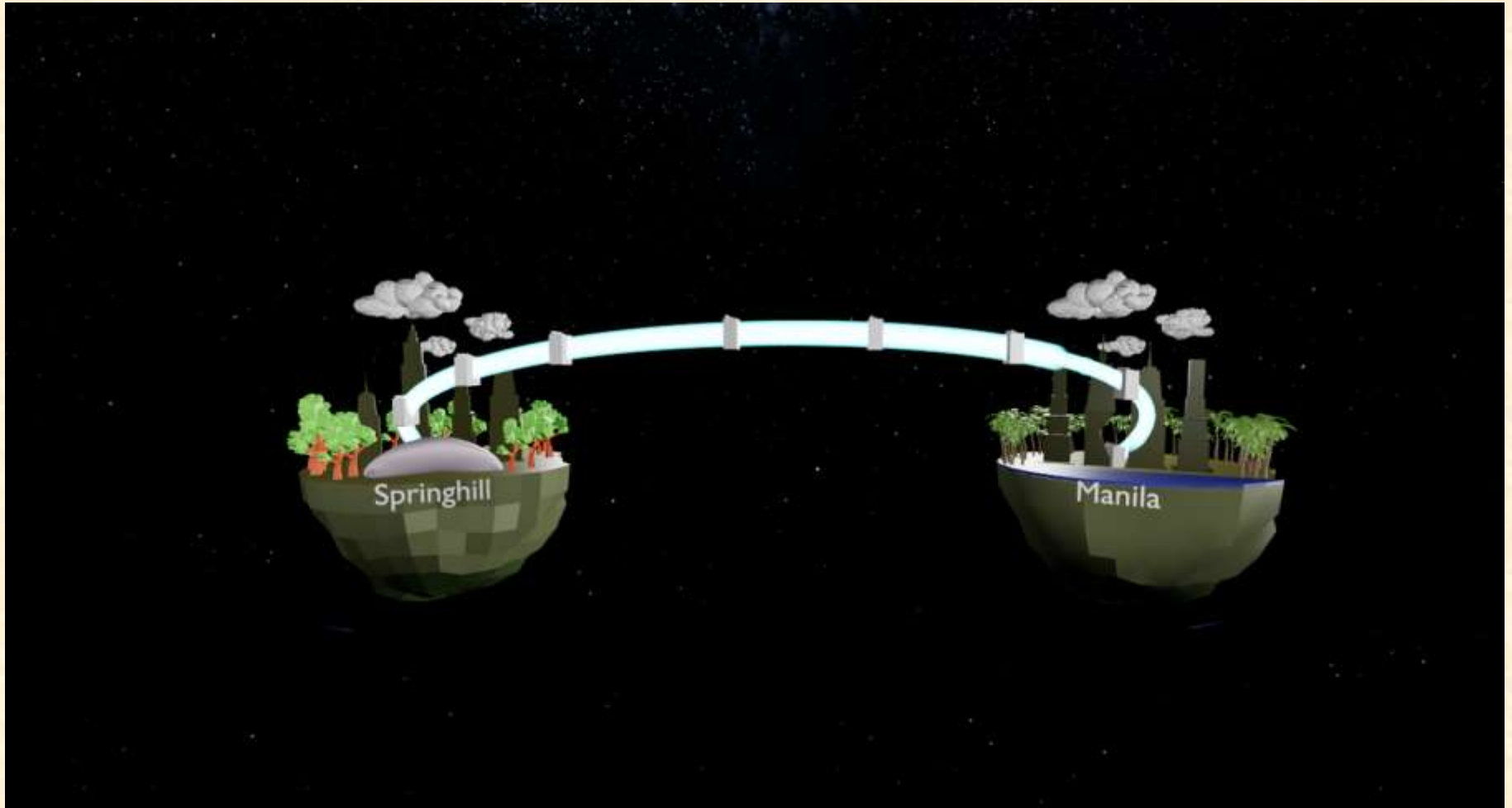- Virtual Reality can solve that

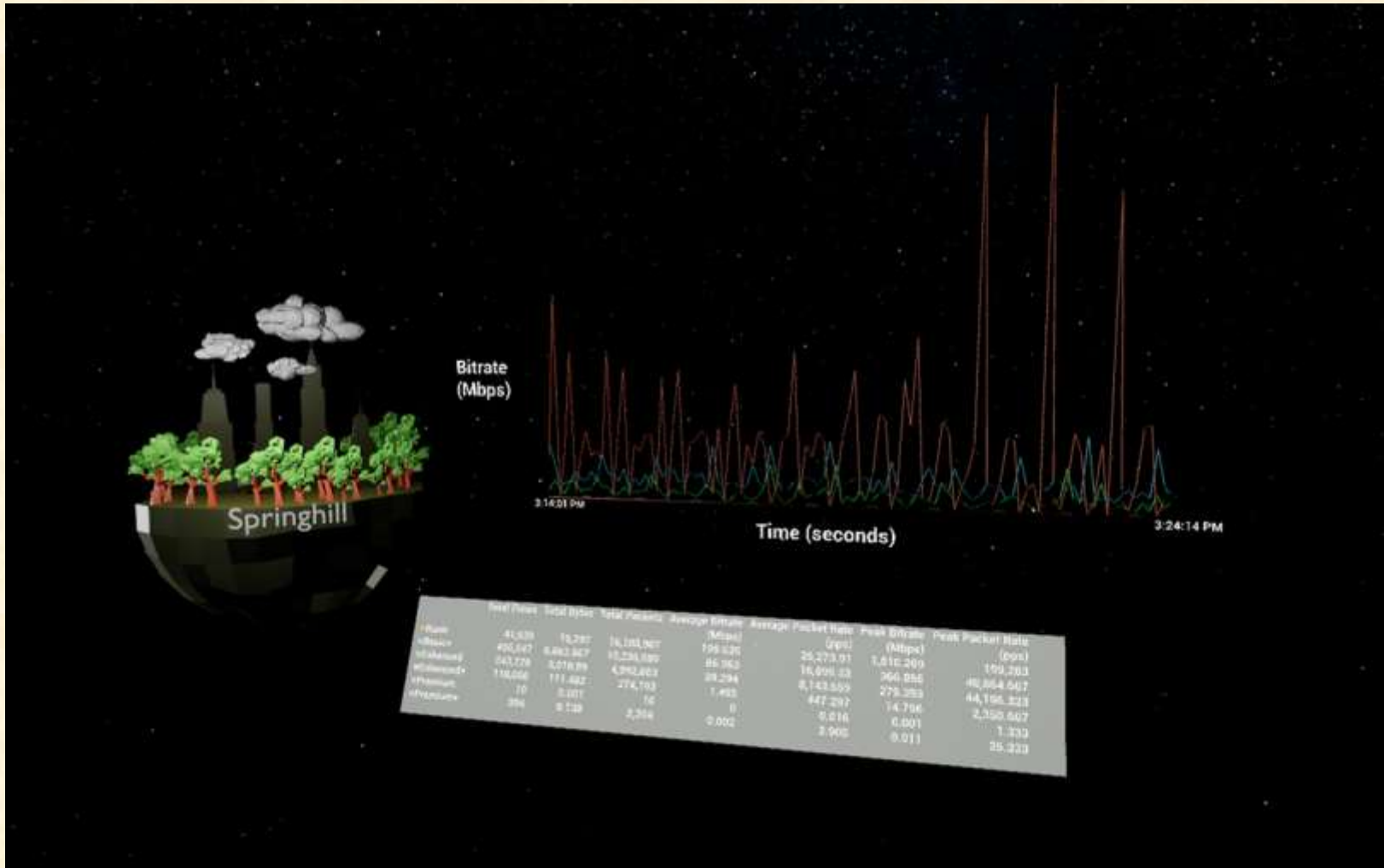# System Architecture

Welcome Screen

Menus

Node Screen

Graph Screen

What's left to do?

- Stretch Goals
  - Grabbable prefabs for groups of objects
- Other Tasks
  - Integrate functionalities for settings menu into project in UE5
  - Optimizations for VR
  - Closing/removing sites
  - Animate globe

Questions?

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