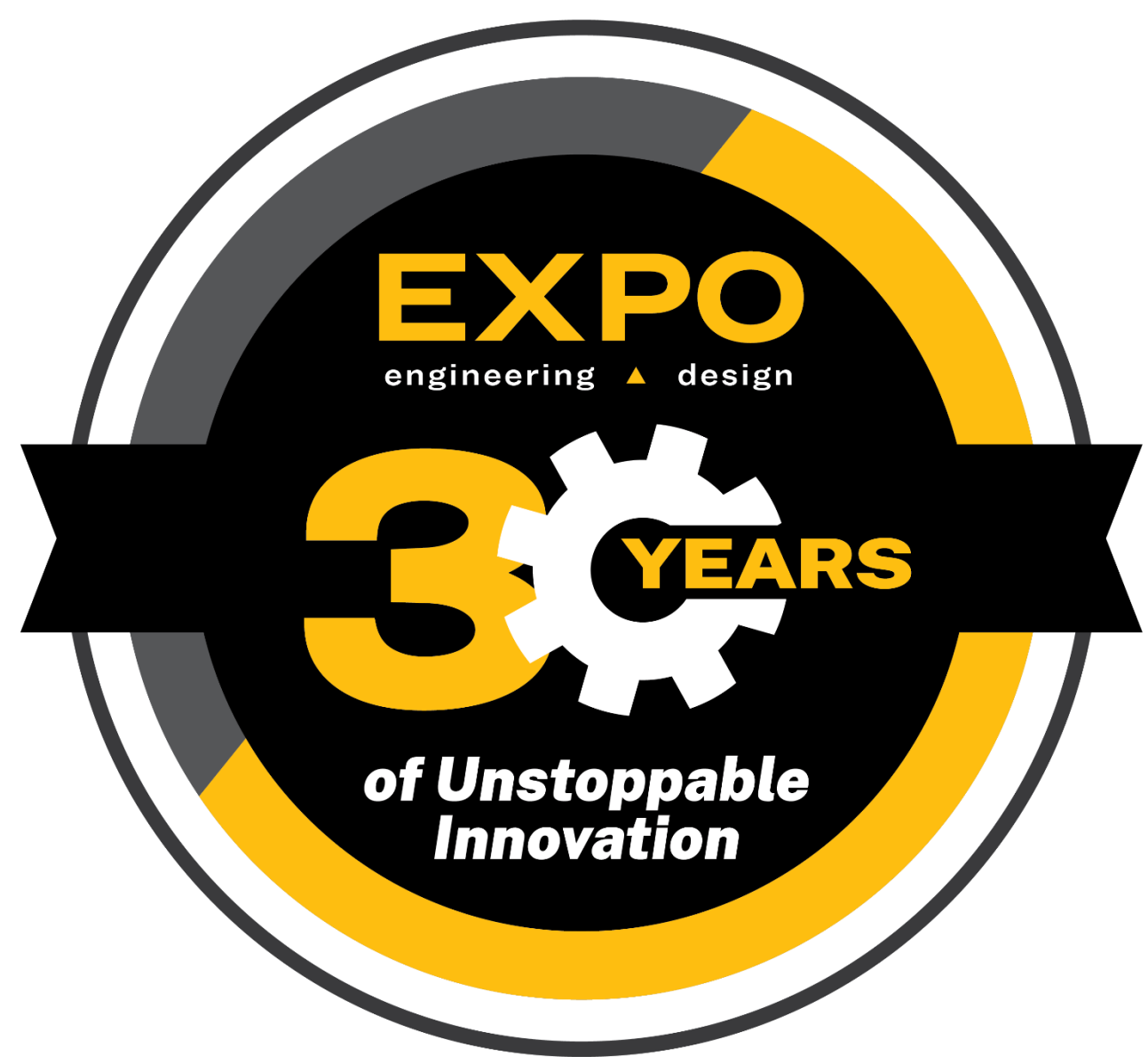
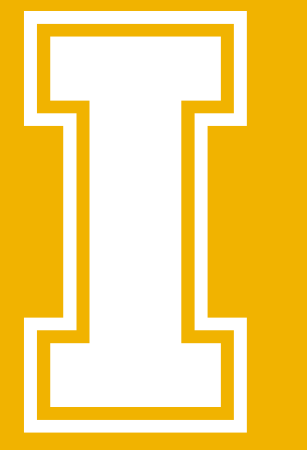




VIRTUAL COMPUTER TEAM

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SPONSOR: DANIEL CONTE DE LEON, PH.D.



OBJECTIVE

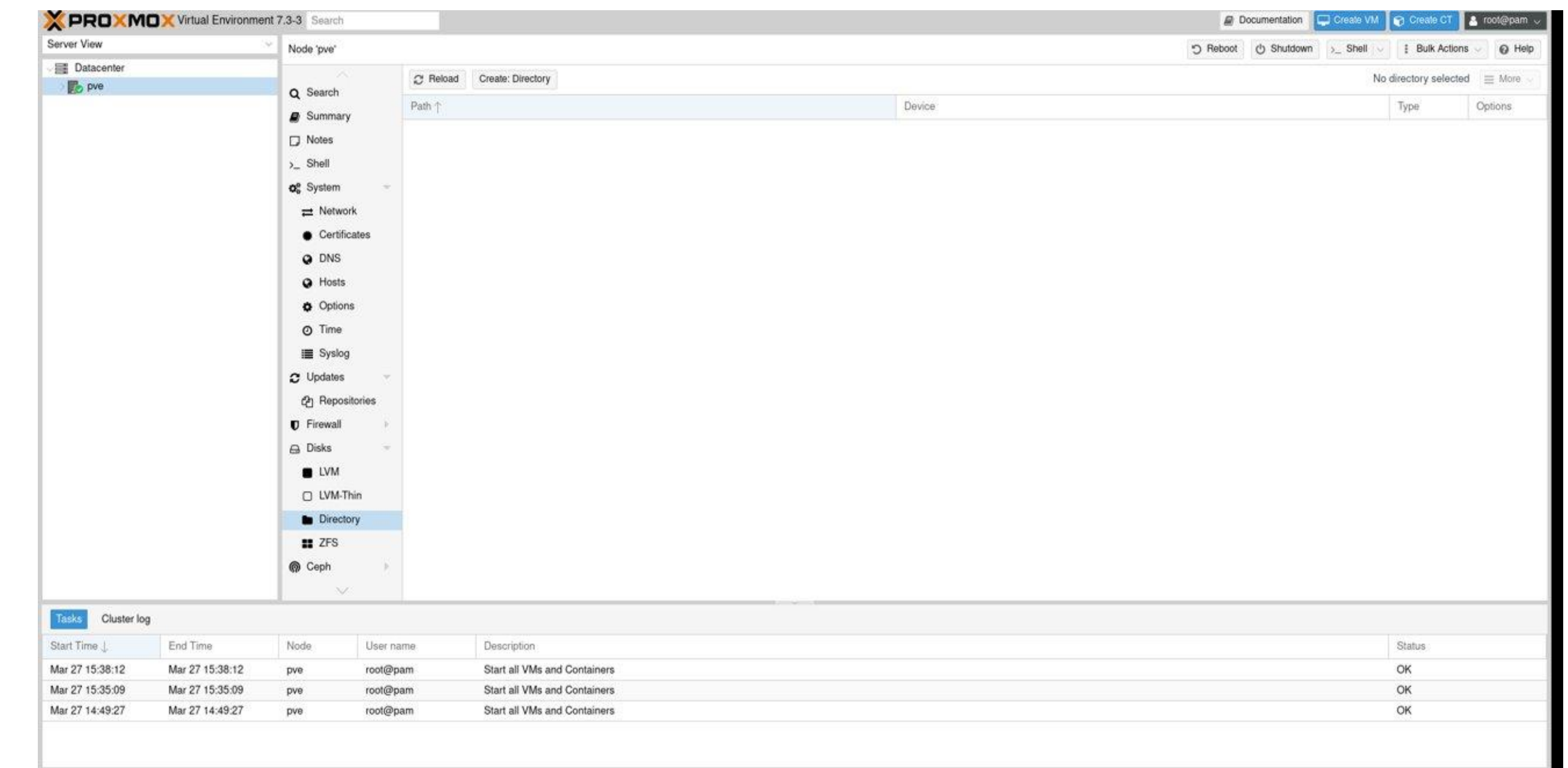
- I Create a Virtual world where Virtual Machines can be created and interacted with



The virtual computer lab

WHERE WE GOT/FINAL DESIGN

- I We have a virtual world with what we have deemed to have a suitable level of realism
- I The virtual world has a place where computers can be used
- I We have a Proxmox backend server that will host the virtual machines
- I VMs can be created remotely within the virtual world
- I Remote control of VMS within the world is possible



The Proxmox server dashboard

SUMMARY, CONCLUSIONS AND RECOMMENDATIONS

- I While we wish to have gotten farther into the ultimate vision of the project, we believe that there is a strong base implemented for future projects to come
- I Future teams may use our base to start implementing much of the following:

- Networking
- Power delivery simulation
- Game engine optimization to target lower end machines

BACKGROUND AND VALUE PROPOSITION

- I This project is largely inspired by the previous VMCraft capstone projects
- I Utilizing Proxmox VE and Unreal Engine allow for a good level of detail and realism
- I Both of these technologies also allow for modularity for future



A bookshelf containing Virtual machine templates



Accessing a computer within the game

