Project Plan Presentation
Virtual Reality Network Monitoring
The Capstone Experience
Team GM 1
Adam Anderson
Eric Gabbard
Keerthi Gogineni
Paul Schulte
Nick Wang
Yilong Xie
Department of Computer Science and Engineering
Michigan State University
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Project Sponsor Overview

- Multinational automotive manufacturing
- Largest automaker in the United States
- Headquartered in Detroit, MI
Project Functional Specifications

• Managing millions of packets worldwide is a tough task and this visualization tool will solve that.

• This system will make visualizing network traffic clear using a new 3D rendition of traditional charts and graphs.
Project Design Specifications

• 3D viewing of network traffic in Virtual Reality
• Employees can interact with and monitor any GM data center and its traffic on a small or large scale
• Holistic, modular approach to data visualization
Screen Mockup: Welcome Scene
Screen Mockup: Home Scene
Screen Mockup: Data Center Detail
Screen Mockup: Data Center Preview
Screen Mockup: Data Center Preview
Screen Mockup: Data Center Detail
Project Technical Specifications

• Unreal Engine 5 handles our data processing and displays the data and environment for the user
• The database is built with an Ubuntu server using MySQL, and data is pulled and updated from UE5
• The user interacts with the Virtual Reality hardware influencing the displayed data in UE5
Project System Architecture

Diagram:
- **Back End**:
  - MySQL
  - Database
  - Data Processing
- **Front End**:
  - VR Hardware
  - Display & Data Handling
- **User**:
  - Network Engineer

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Project System Components

- **Hardware Platforms**
  - Oculus Rift: used by user to interact with the application

- **Software Platforms / Technologies**
  - C++: processes data and renders application in Unreal
  - MySQL: stores processed and raw network packet data
  - Ubuntu Server: hosts MySQL database
  - Unreal Engine 5: used to develop and run the application
  - Wireshark: reads PCAP files and exports them to JSON
Project Risks

- Processing Pertinent Data
  - Parsing the hex code and converting it to usable data could prove not possible
  - We will try to convert the data to other formats first

- Realistic Limitations of Data Visualization
  - Displaying large amounts of network information is difficult to do in a user-friendly and efficient way
  - Keep our design consistent with GMs' current software and plan simpler solutions as a backup plan

- Scalability For Large Data Streams
  - Our finished product requires us to process massive amounts of network data in real time demanding a lot of computer resources
  - We will extensively test our code in production and test on low-end hardware

- Unreal Is Demanding Software
  - Developing in Unreal Engine 5 is incredibly resource intensive and not everyone on the team has access to powerful machines
  - Good logistics within our team is required when effectively dividing up work
Questions?