

## **BRIEF DESCRIPTION**

This project is based on the Metaverse product's retail store. The project's goal is to create real space in virtual space. People can't move from one place to another to buy things in the current time, so they rely on online shopping, so my idea is to bring everything into one space using VR, and only the Metaverse product brand can do so. So, in my design, I chose a theme for the Metaverse store. My design concept is futurism through wayfinding, which makes it easy to understand people through virtual space, similar to a game. People can easily see the product and trial, as well as the materials. They can buy and pay for the item online using the VR. So my design is entirely focused on the metaverse product for people to obtain without having to travel from one location to another.

The gaming space for all age categories and not only games through VR cowork can also use in that space basically VR game space, retail shop, bowling area, trepmoline, go Cartring so people can interact with game and enjoy lot

The Metaverse is a sort of 3D virtual world. It's not simply a virtual reality game but is a persistent, shared virtual world. A Metaverse is a network of 3D virtual worlds focused on social connection. In futurism and science fiction, the term is often described as a hypothetical iteration of the Internet as a single, universal virtual world that is facilitated by the use of virtual and augmented reality headsets.