



# Implementing Cooperative Cuisine Augmented Reality for Meta Quest 3 in Unity or Godot

**Bachelor/Master** – This thesis project involves developing an augmented reality version of the *Cooperative Cuisine* environment for the Meta Quest 3 headset. The goal is to implement core game mechanics and enable user interaction with virtual kitchen objects in a real-world setting, using Unity or Godot. The project will address challenges in AR interaction, synchronization, and user experience in cooperative gameplay.

Links: [developers.meta.com](https://developers.meta.com), [cooperative\\_cuisine](#)



## Tasks

- Develop an AR prototype of Cooperative Cuisine for Meta Quest 3 using Unity or Godot.
- Implement core game mechanics and enable user interaction with virtual objects.
- Demonstrate and evaluate the prototype's functionality and user experience.

## Your Profil

- Experience with Unity or Godot.
- Interest in AR/VR technologies and interactive systems.
- Willingness to learn about Meta Quest 3 development.

## Interested?

If you are interested or have further questions, please send an email to [fschroeder@techfak.uni-bielefeld.de](mailto:fschroeder@techfak.uni-bielefeld.de).