

## Deliverable C

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### Priority of clients needs:

1. Shows main concerns regarding autonomous weapons e.g. Technological failures and hacking, dehumanization, explain ability and complexity: if something goes wrong, bias.
2. Representation of ethical concerns posed by autonomous weapons on the safety of humans.
3. Depiction of a virtual reality environment that shows adaption humans have made to remain unseen by autonomous weapons.
4. One minute video of a virtual reality environment that shows weapons that are capable in autonomously targeting and deploying lethal force.
5. Show creative adaptive methods that have been implemented in the environment using low tech solution.
  - a. Black out curtains, sheets across alleyways, trenches, ways to stop light from passing through alley ways, subways turned into a bomb shelter, sandbags to protect against buildings.
6. Generic environment that feels familiar to every individual watching the video
7. Metaphors to portray the key message?

### Technical benchmarking:

- Analyze past project videos to see what worked well with other groups and how some teams could have missed the mark of the project.

|   | <b>Design specification</b>    | <b>Relation (=,&lt;,&gt;)</b> | <b>Value</b> | <b>Units</b> | <b>Verification method</b> |
|---|--------------------------------|-------------------------------|--------------|--------------|----------------------------|
|   | <b>Functional Requirements</b> |                               |              |              |                            |
| 1 | Video length                   | <                             | 1            | minute       | Timeline in video editor   |
| 2 | Functional program             | =                             | 0            | bugs         | Testing                    |

|    |                                    |     |     |             |                     |
|----|------------------------------------|-----|-----|-------------|---------------------|
| 3  | Environment Simulation             |     |     |             |                     |
| 4  | Emotional Response                 |     |     |             | Audience reaction   |
| 5  |                                    |     |     |             |                     |
| 6  |                                    |     |     |             |                     |
|    | <b>Constraints</b>                 |     |     |             |                     |
| 7  | Limited funding                    | <   | 50  | \$          | Staff               |
| 8  | Limited access to Technology       | =   |     | VR headsets |                     |
| 9  | Skills and Experience              | >   | 1   | Year        | Personal experience |
| 10 | Time limitation                    | <   | 2   | Months      | University semester |
| 11 | Personnel                          | =   | 4   | People      | Group size          |
| 12 |                                    |     |     |             |                     |
|    | <b>Non-Functional Requirements</b> |     |     |             |                     |
| 13 | Music/Soundtrack                   | N/A | N/A | N/A         | Audience reaction   |
| 14 | Setting                            | N/A | N/A | N/A         | Audience reaction   |
| 15 | Location                           | N/A | N/A | N/A         | Audience reaction   |
| 16 | Theme                              | N/A | N/A | N/A         | Audience reaction   |
| 17 | Sound Effects                      | N/A | N/A | N/A         | Audience reaction   |
| 18 | Explicit Content                   | N/A | N/A | N/A         | Audience reaction   |

Reflection based on first client meeting:

- Story aspect of project is very important
- Low-tech solutions (items found in house/area, no guns/advanced tech solutions)
- Generic setting, nothing specifying location
- Research into what autonomous weapons could look like is critical

- Portray failure of autonomous weapons rather than intentionally targeting civilians
- Portray autonomous weapons as “the unseen monster”; don’t show robots themselves