

Project Deliverable H

Prototype III and Customer Feedback

GNG 1103 – Engineering Design

Faculty of Engineering – University of Ottawa

Sunday, November 19th, 2023

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1.0 Introduction:

2.0 User Feedback:

3.0 Prototype:

3.1 Prototype objectives

- Testing usability and user experience
- Making sure VR intractability works as expected
- Ensuring the correct atmosphere/emotion are shown through the project

3.2 Prototype Images

Mask and newspaper intractability	

3.3 Analysis of Critical Components

Critical Components	Purpose
Masks	
Background noise	
Newspaper physics/ intractability	
Lamp posts	
Fog	

5.0 User Feedback:

6.0 Prototyping Test Plan - Prototype III:

Test ID	Test Objective (Why)	Description of Prototype used and of Basic Test Method (What)	Description of Results to be Recorded and how these results will be used (How)	Estimated duration of test (times don't include VR headset set-up)	Result
1	Testing if users can teleport/move past the barriers.	Will be tested by using the VR headset and controllers and seeing if we are able to move past the barriers. The test will be indicated as failed if users can pass past the barriers, and indicated as a pass if they can't.	Results will be recorded in a shared document. Failure will indicate that the prototype needs to be modified (Ex. larger barriers).	Should take approximately 10 minutes to test. Additional time may be required if the test fails (estimated 20 minutes).	Pass
2	Testing newspaper and poster intractability.	Will be tested by using the VR controllers to see if it is possible to pick up the posters and move them around. The test will be indicated as failed if the user can't pick up the newspapers and posters, and indicated as a pass if they can.	Results will be recorded and shared in a document. Failure will indicate that the prototype needs to be modified (Ex. checking the intractability scripts).	Should take approximately 10 minutes to test. Additional time may be required if the test fails (estimated 20-30 minutes).	Pass
3	Testing if the user's height is appropriate for gameplay in the scene	Will be tested by using the VR controllers. Testers will give feedback on if the scale of their bodies compared to the buildings is proportionate. The test will be indicated as failed if the user says the proportions are not realistic, and indicated as a pass if it is realistic.	Results will be recorded and shared in a document. Failure will indicate that the prototype needs to be modified (Ex. either enlarging the scene or reducing the size, changing sizes of objects).	Should take approximately 10 minutes to test. Additional time may be required if the test fails (estimated 20 minutes).	Pass
4	Testing if the user is able to understand	Will be tested with non-group member testers using the VR headset and controllers. Testers will give feedback as to what	Results will be noted and shared in a document. Failure will indicate that the	Should take approximately 10 minutes to test. Additional time may	Pass

	the context of the storyline.	they think the scene is trying to convey. The prototype will have failed the test if users are not able to understand the key points as listed in a document (Ex. “autonomous robots”, “hiding from autonomous weapons” etc.)	prototype needs to be modified (Ex. adding more audio context/description).	be required if the test fails (estimated 20 minutes).	
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NOTE: These tests were performed at the end of creating prototype III until they passed according to the description of the test method.

7.0 Project Plan:

7.1 Task List

Status	Task	Person
Assets		
DONE	Add more masks	Jeanine
IN PROGRESS	Add lamp posts for ambient light	Jeanine
	Fog	Jeanine
Intractability		
DONE	Add VR program from Steam	Jeanine
	Adding intractability to newspapers and masks	Marho
	Testing intractability	Everyone
Sounds		
IN PROGRESS	Touch up background noises	Jon
DOC		
	Introduction	Hannah
	Prototype Screenshots	Jeanine
	Prototype analysis	Rohan


	User Feedback	Jon
DONE	Prototyping Test Plan	Jeanine
	Conclusion	Kwab
	Wrike	Marho
	Presentation	Hannah

7.2 Updated Budget

Bill of Materials		
Material	Cost (\$)	Description
Newspaper	0	Made by Kwab
Mask	0	Made by Jeanine
Fire/smoke	0	Free from asset store
Radio	0	Free from asset store
Skyscrapers	0	Free from asset store
Sign	0	Made by Jon and Rohan
Sandbags	0	Free from asset store
Skyline/weather/Cloudy sunset sky	0	Free from asset store
Poster	0	Made by Jon and Rohan
Protective Tarp	0	Free from asset store
Bomb noises	0	Made by Jon
Total Cost (\$):	0	

8.0 Conclusion:

9.0 Wrike Snapshot:

Person	Topic	Description
Rohan 	Intro/table of contents	Goal: Introduce the audience to the group (state names) to a brief summary

		of the general project.
Rohan 🦶	Project Summary	Goal: Present client's needs, design criteria, and constraints.
Marho 🗄️	Research	🎉
Marho 🗄️	Benchmarking	🦠 Goal: Talk about why each benchmark was chosen.
Hannah 🥧	Problem Statement	🦠
Hannah 🥧	Subsystems	🪦
Hannah 🥧	Concept designs	
Kwab 🏈	Client Interview feedback	📺 Goal: Restating the client feedback. Presenting how we applied and took that feedback into consideration and action.
Kwab 🏈	Detailed/Final concept design	
Jeanine 😞	Prototype I	<p>Goal: creating a base scene, combining our most important assets</p> <p>Sandbags and boarded windows: hiding from autonomous robot sensors</p> <p>Posters and newspapers: giving the user context for the scene, shows the public is used to the robots</p> <p>Sky and fire: Setting the right tone and atmosphere (sad, isolated, destruction)</p> <p>City and Roads: Creating a familiar scene which decision makers are accustomed to</p>
Jeanine 😞	Pitch Presentation Feedback	We modified the posters to emphasize the meaning of L.A.W.S.
Jeanine 😞	Prototype II	<p>Goal: fixing the visuals to enhance realism, implementing audio to give the audience context and feel more immersive</p> <p>Background buildings and barricades: gives the illusion that the scene is bigger while restricting the user to a certain area, adds realism.</p>

		Tarps/Tents and masks: to show the user another form of precaution people needed to take to defend themselves
Jon 🍁	Audio	
Jon 🍁	Prototype user feedback	
Jon 🍁	Conclusion	