

Project File

https://www.mediafire.com/file/yjsrdqdfebbrym2/Unity_Project.zip/file

Objective:

Develop your second prototype and devise a test plan for your third. Get customer feedback to improve your prototype.

Instructions:

1. Clearly outline the feedback received from your client on the first prototype. Specify how the feedback will be used to inform future design choices and improve the solution.
2. Develop a prototype which will be used to achieve the objectives your team has set out in the plan created in the last deliverable (i.e. you need to answer the “why”, “what” and “when” of prototyping).
 1. Remember: a prototype is not normal work on your project, it is something that has a smaller, targeted objective with specific tests and measurable results.
3. An analytical, numerical or experimental model should also be included.
4. Carefully document your prototyping test plan, analysis and your results (including detailed images of your prototype).
5. You must gather feedback and comments on your ideas and prototype from potential clients/users that you have sought out and identified on your own.
6. If applicable, update your target specifications, detailed design and BOM after tests are completed and analyzed.
7. Finally, teams will outline a prototyping test plan based on the template provided in “Lecture 11 – Prototyping Test Plan” to prepare to build the second prototype in the next deliverable.
 1. Typical objectives include: communicating and getting feedback for ideas, verifying feasibility, analyzing critical subsystems or system integration or reducing risk and uncertainty.
 2. You must also define a stopping criteria which will allow you to end the test once you are satisfied that you have achieved your testing objectives.
 3. Be very clear about what you are trying to measure and define an acceptable fidelity based on the objectives of your prototype. See https://en.wiki.makerepo.com/wiki/Professional_development/Design_thinking/Design_for_manufacturing.

Since this will be your team’s second prototype, your justifications and reasoning for this prototype should include a short explanation of your results from your previous

prototype and how this second prototype continues the development of your solution. This second prototype should be of a **critical** (or *the* most critical) subsystem, in order to ensure that your design will work (keeping in mind the total course budget of \$100 or 50\$). Get creative in order to improve your results.

Again, it is strongly recommended that you start early while keeping in mind that this prototype can be integrated into a more comprehensive prototype later and that you will have twice as much time for your final prototype and another week after that to create the demonstration prototype for Design Day.

Task Plan Update:

1. Update your Wrike task boards to include any changes in estimated task duration, missing tasks, task responsibilities, milestones, or dependencies, based on your better understanding of the project or based on feedback that you have received from your PM/TA.
2. Include more detailed sub-tasks for the tasks that will need to be completed over the next few weeks.
 - o Important note: It should be possible for ONE person to complete each identified task or sub-task in the allotted time. The allotted time should also be *reasonable*, based on the task owner’s availability. Everyone should be doing their fair share of the work.
3. Verify and update the task start dates and end dates for each task, based on your project progress.
4. Ensure that you have taken into account each team member’s *actual* availability over the next two weeks, as well as significant events, such as particularly high course loads, exams or travel, which might be going to limit actual project work progress.
5. For *each* person in your group, it should be possible to determine:
 - o What was completed last week (i.e. “**Completed**” tasks),
 - o What will be done next (i.e. “**In Progress**” tasks)
 - o If tasks are going to be put “**On Hold**” or “**Cancelled**” altogether
6. Any and all group “Issues” should be discussed and dealt with, ideally with the assistance of your Project Manager (PM). This should happen during **each** of your lab sessions or can happen earlier, using your defined communication methods. As already explained, it is essential to keep your PM/TA “*in the loop*” throughout the term. It is usually *not* a good idea to ignore conflicts between team members. Instead, you should deal with them in a constructive way.

Prototyping test plan

= finished =in progress/current prototype

<u>Tes</u>	<u>Test Objective</u>	<u>Prototype</u>	<u>Prototype</u>	<u>Test Date</u>	<u>Stopping</u>	<u>Progress</u>
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<u>t #</u>	<u>(Why)</u>	<u>Test Method (What)</u>	<u>Description (How)</u>	<u>(When)</u>	<u>criteria</u>	
1	Is this product within the specified time limit	Physical, high fidelity prototyping	The length of time it takes to go through our environment will be recorded with a stopwatch	Prototyping test will take 2 hours On November 28th	Video is within 30-45 seconds	
2	Does the product's movement system function	Physical, low fidelity prototyping	Camera movements and character movement within a generic environment	Prototyping test will take 30 minutes, November 4th	User is able to look up, down, left, right and move forward, back, side to side Movement is not laggy	Works well
4	User interactivity with environment	Physical low fidelity prototyping	User can see environment clearly Assets are legible and not blurry	Prototyping test will take an hour and be done on November 9th	All writing (on posters) is legible Furniture and assets are recognizable Image quality is not blurry	Works well (posters yet to be added)
5	User accessibility <ul style="list-style-type: none"> subtitles, audio 	physical, high-fidelity	user can clearly hear game and see audio	To be done week of Nov 5-11	Audio is at least clear to the viewer, subtitles optional.	3D spatial audio from a single object functions clearly

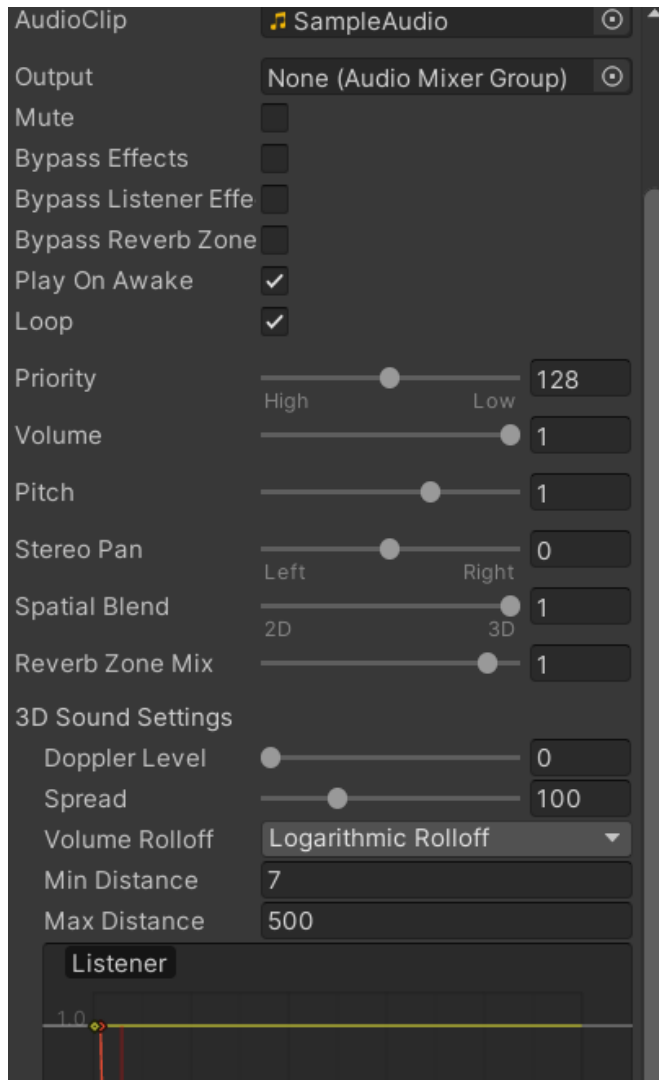
Feedback on prototype from potential users/clients:

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Client Feedback:

From the second client meeting, the client said that our environment and storyline was simple and achievable given our deadline before design day. The client also said they liked the posters that we designed to put on the walls in our simulation and how they “provide a light tone in a dark theme”. We asked our client if they liked the idea of including an audio element into our project and they said it would definitely add to our storyline and provide effective ambience for the users. Overall we received very positive feedback for the direction of our project and we are going to focus on implementing the aspects of our project that the client had strong positive emotions towards (ie. simple setting, posters, audio element) while finishing the project by the deadline.

Audio Settings



A.V. Test Video

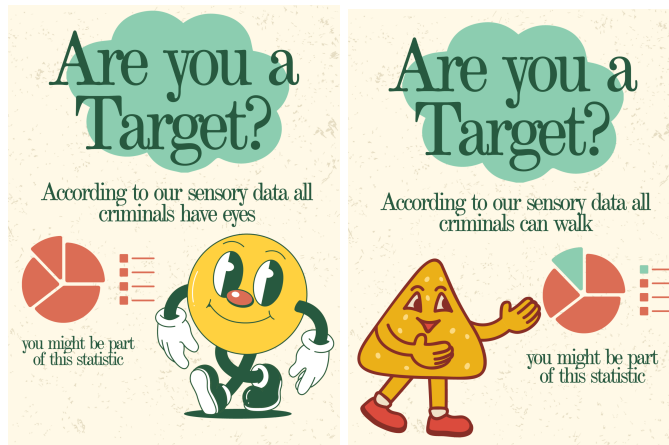
https://drive.google.com/file/d/1xPS_KdyTehR2MnHoTcA5v2rPo6FmYTfc/view?usp=sharing
Newscast Script Draft:

Elements of focus:

- boarded windows
- lack of resources
- ‘Are you a Target’,

Reporter: In the latest news, the autonomous robots used in the military to target and eliminate threats are now governing our streets to neutralize *POTENTIAL* criminals.

pan to see stats poster on criminals



Acting Commissioner John Doe had this to say on the matter: “Really, it’s simple folks. Don’t look criminal, don’t be criminal, and don’t do crime”.

*pan to poster saying don’t look criminal, don’t be criminal, and don’t do crime”



Today's trending story: a grocery bag, mistaken for criminal weaponry and eliminated outside of a supermarket, leaving countless people terrified to go outside and buy their groceries.

pan to the empty pantry showing food scarcity

In other news, local residents have reported an increase in robot break-ins. Make sure you are replacing your window boards regularly and that your padlocks are up to date to stay concealed from those robots! On to you, Susan.

pans to windows and locks

(transition to caster 2) Thank you Walter. Just a quick reminder to all of our listeners going outside tonight to take the usual safety precautions: (start fading audio) Lock your door behind you, cover up, and if you encounter a drone—seek shelter immediately. And now onto tonight's forecast!

pans to hats, masks, gloves, posters etc.



<https://assetstore.unity.com/packages/3d/props/food/tinned-food-89246>