

Project Deliverable E

Group 13

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GNG1103

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Table of contents

Introduction.....	3
Concept design.....	3
Plan/Schedule of Prototyping & testing.....	4
Bill of materials.....	5
List of Equipment.....	6
Prototyping Test Plan.....	7

Introduction:

Based on Feedback from the client the decision was made for the main concept from the previous Deliverable D. The following deliverable outlines the concept sketch of our chosen idea, the plan/schedule of prototyping & testing, the cost of material and list of equipment, and finally the prototype test plan. Furthermore, in this deliverable we highlight which team members are responsible for each task, and contingency to ensure that our project is completed by design day.

Concept sketch:

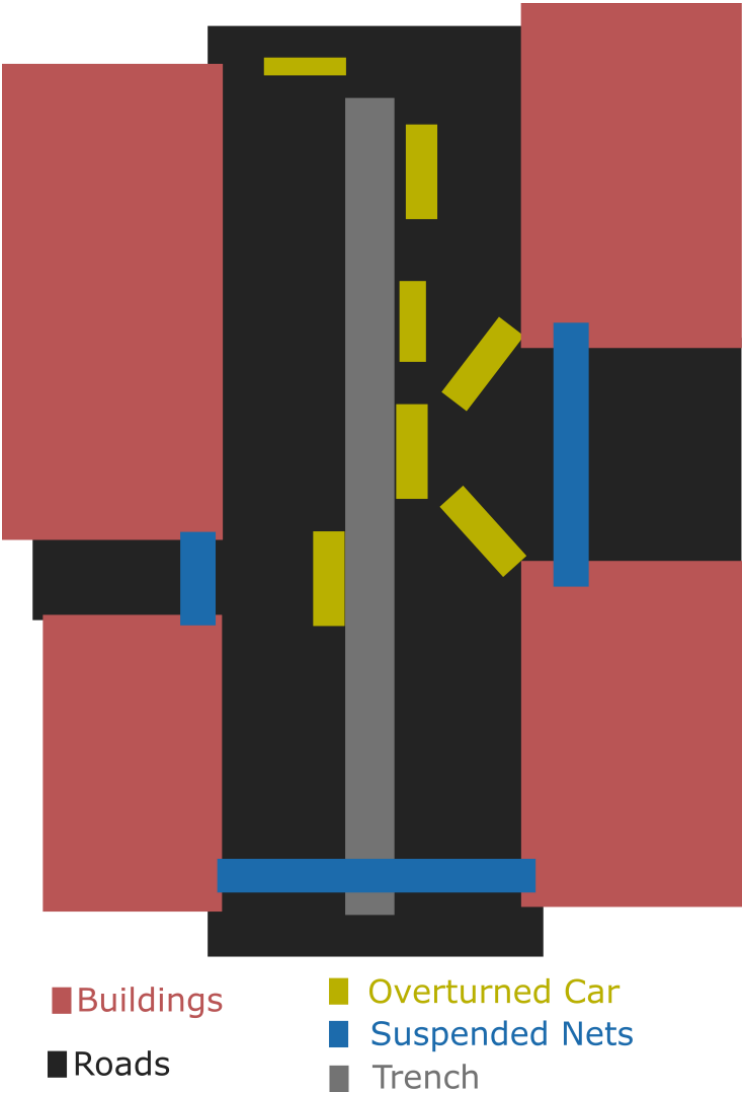


Figure 1: Concept sketch

Plan/Schedule of Prototyping & Testing:

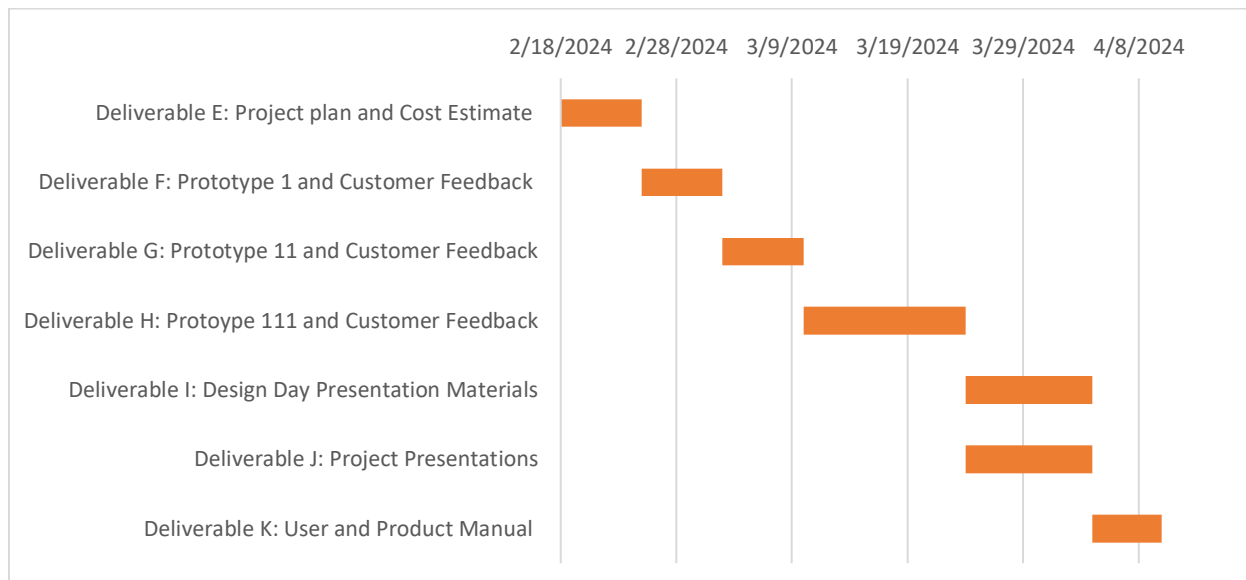


Figure 2: Grantt Chart showing the plan/Schedule of Prototyping & Testing:

Task responsibilities:

- Deliverable E: All members
- Deliverable F: Benajmin, Keval
- Deliverable G: Reeve, Dev
- Deliverable H: All members
- Deliverable I: Reeve, Keval
- Deliverable K: All members
- Deliverable K: Benjamin, Dev

Contingency plans: To ensure that group members are able to complete their task by the deadline, if a member would like to switch tasks due to an overload of work from another course, they are able to if another member agrees to switch tasks. This contingency plan ensure that each deliverable is submitted by the deadline in the event a member is unable to find time during a specific week.

Bill of Materials (Dev)

Part #	Part Name	Link To Source	Cost
1	Unity Software	https://unity.com/success-plans/integrated-success?utm_source=google&utm_medium=cpc&utm_campaign=cc_abm_iss_amer_amer-t1_en_aw_sem-gg_acq_br-pr_2023-05_cc-abm-amer-t1-br_cc3022_ev-br_id:71700000112699686&utm_content=cc_abm_iss_amer_pu_sem_gg_ev-br_pros_x_npd_cpc_kw_sd_all_x_x_courses_id:58700008486337662&utm_term=unity%20tutorial%20course&&&&gad=1&gclid=CjwKCAjwv-2pBhB-EiwAtsQZFPmY5PCIGBarWeAnmJLqRl6JwCFGMSb6idsw5rJdAnW1vVTG_vkxoCMUMQAvD_BwE&gclsrc=aw.ds	\$0.00
2	VR Headset	Provided	\$0.00
3	Neon District Environment	https://assetstore.unity.com/packages/3d/environments/urban/newgen-neon-district-276031	\$30.00
4	Single Entity Robot	https://assetstore.unity.com/packages/3d/props/weapons/acs-114947	\$5.00
5	Robot Sounds	https://assetstore.unity.com/packages/audio/sound-fx/robot-sounds-sfx-203241	\$10.00
6	SFX Pack	https://assetstore.unity.com/packages/audio/sound-fx/free-sound-effects-pack-155776	\$0.00
7	Lighting	https://github.com/SlightlyMad/VolumetricLights/	\$0.00
8	Destroyed Car	https://assetstore.unity.com/packages/3d/vehicles/destroyed-car-139331	\$5.00
Total Cost			\$50.00

List of Equipment (Keval)

<https://assetstore.unity.com/packages/3d/props/weapons/acs-114947>

<https://assetstore.unity.com/packages/3d/environments/urban/newgen-collection-two-urp-277407>

<https://assetstore.unity.com/packages/3d/environments/urban/newgen-neon-district-276031>

<https://assetstore.unity.com/packages/audio/sound-fx/robot-sounds-sfx-203241>

<https://assetstore.unity.com/packages/audio/sound-fx/free-sound-effects-pack-155776>

Prototype Test plan:

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 Test duration and planned start date (when)
Prototype 1	Communicating and getting feedback for ideas/verifying feasibility	First environment draft of idea of unity. Stopping criteria: Clients should agree that the environment matches the pitched idea and	Notes from client will be recorded by group member and implemented in next prototype.	From figure 2 the estimated duration is 7 days. Start date on 2024-02-25.

		meets their criteria.		
Prototype 2	Analyzing critical subsystems/system integration	Full virtual environment with movable functions and soundtrack/sound effects Stopping criteria: function should run without any glitches/delays.	Any errors that may be found will be corrected and the prototype will be tested again until satisfactory.	From figure 2 the estimated duration is 7 days. Start Date on 2024-03-03.
Prototype 3	Reducing risk and uncertainty	Any minor tweaks ideas may be added to the environment, which complete overall design. Stopping criteria: Virtual environment must run smoothly with no bugs and the product meets the criteria set by each group member.	Results should be close to perfect at this stage, any remaining bugs must be fixed before the deadline.	From figure 2 the estimated duration is 14 days. Start Date on 2024-03-10.

Figure 3: Prototype test plan chart.

Conclusion:

In conclusion, this deliverable was used to keep track of the cost estimate for the overall project plan as well as maintaining a schedule for the testing of our prototypes. The overall cost estimate is estimated at the budget price which allows our group to create the best design possible within the set budget. As for the prototype planning, we have also implemented a contingency plan to ensure that the completion of the group design is a success.