

Project Deliverable G

Prototype II and Customer Feedback

GNG 1103- Engineering Design

Group 13: Reeve Schweiger, Dev, Benjamin, Keval

Due: Sunday, March 10th, 2024

Table of contents

Introduction.....	3
Prototype Objectives.....	3
Analysis of Critical Components.....	3
Prototype.....	4
Bill of Material.....	5
Client Feedback.....	5
Prototyping Test Plan.....	6
Conclusion.....	10

Introduction:

The goal of this deliverable is to construct our second prototype and implement feedback received from the client meeting. The second prototype will have additional assets added to the environment which will allow the client to see a more complete version which they are able to give additional assets towards.

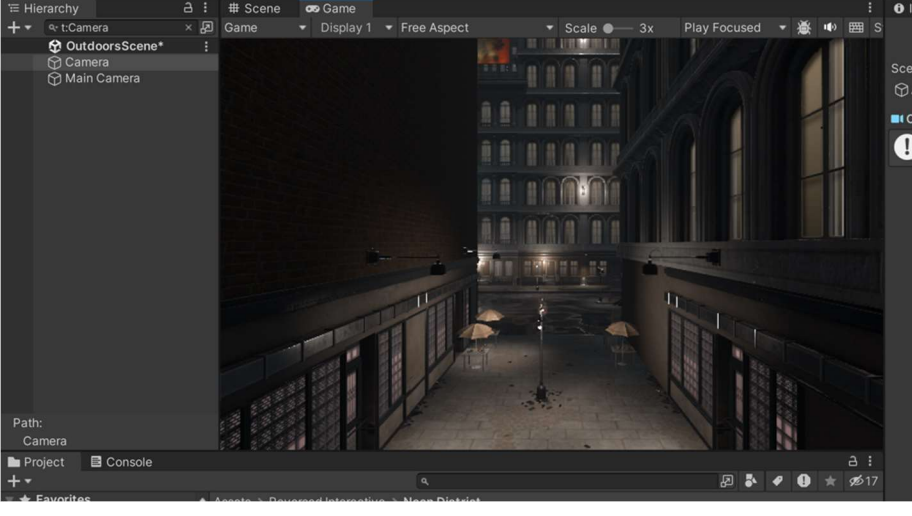
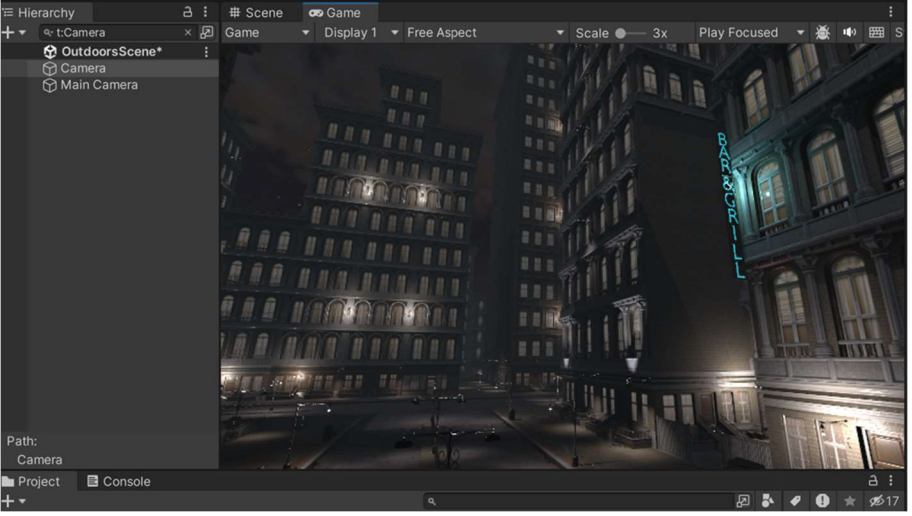
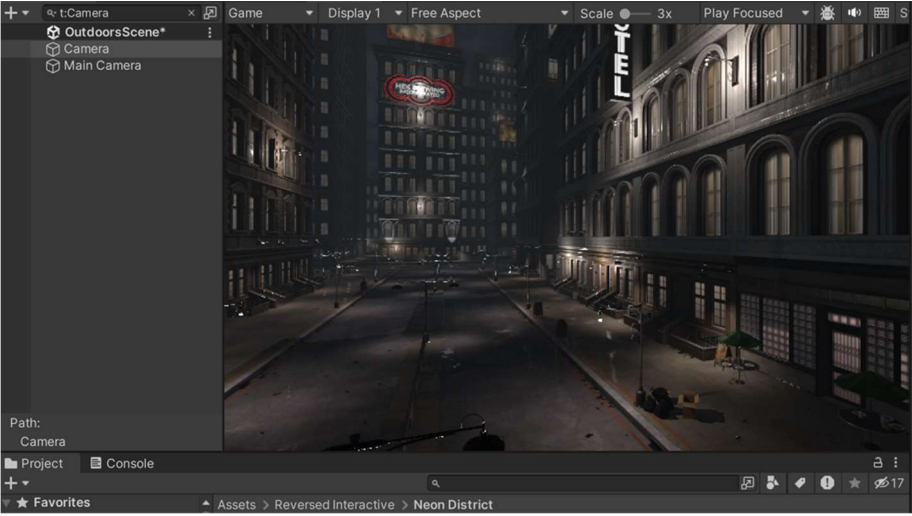
Prototype objectives:

- Add in all remaining assets from Unity and upload them to the environment.
- Test that all assets are functional and compatible within the software
- Ensure that all the test with due date March 10th from the prototype test plan chart have been accomplished.
- Create analytic model using MATLAB
- Add audio assets and test compatibility

Analysis of critical components:

Critical component	Purpose
Movability of playable character	Gives the user the capability to move around the playable environment. Shows the different features implemented within the environment.
Background fog effect	Shows an eery feel to the environment, allows for a distraction from some of the details within the purchased environment.
Nets/barricades	Important assets which exaggerate how the civilians needed to adjust to their environment in order to remain unseen by autonomous weapons.
Background building	Shows the layout of the environment in a general format which can be familiar to a variety of users.

Prototype:



Bill Of Materials:

	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-		
1	Unity Software	EiwAtsQZFPmY5PCIGBarWeAnmJLqrQl6JwCFGMSb6idsw5rJdAnW1vVT	\$0.00
		G_vkxoCMUMQAvD_BwE&gclidsrc=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
	Single Entity		\$5.00
4	Robot	https://assetstore.unity.com/packages/3d/props/weapons/acs-114947	\$0.00
5	Lighting	https://github.com/SlightlyMad/VolumetricLights/	\$0.00
6	Destroyed Car	https://assetstore.unity.com/packages/3d/vehicles/destroyed-car-139331	\$5.00
	Total Cost		\$50.00
	Total Parts		8

Client Feedback:

Based on last client meeting out feedback includes:

- Based on the narrative of there being an issue with the security of the autonomous weapons during software updates was interesting, but we need to implement this idea in a clear way.
- Feedback from last client meeting, including making a simpler environment was implemented.
- Make sure the users do not have to search from the narrative, make it clear and concise.

Prototyping 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)
1.	Determine if interactions of the player are functional	Add different interactable unity assists and test whether the player is able to pick up and interact with the object.	The results will be recorded as a success of failure depending on whether the player is able to interact with the object.	Due: March 10 th , 2024 Test should take approximately 20-30 minutes Done by: Benjamin
2	Determine if additional environment assets are functional	Add audios/background sounds in in Unity and test whether they are functional within the environment.	Results will be recorded as a success or failure depending on whether the	Due: March 10 th . 2024 Test should take approximately 10-15 minutes Done by: Dev

			audio is functional.	
3	Test the movability of the player (whether the character is able to move around in any direction)	Within the game mode of unity, test whether the keys associated with movement are functional.	Results will be recorded as a success or failure depending on whether the character is able to move around the playable area.	Due: March 10 th , 2024 Test should take approximately 20-30 minutes. Done by : Keval .
4	Determine If all Unity assets are functional within the environment.	Make sure all additional assets such as, the prop cars, nets etc are compatible within the environment.	Results will be recorded as a success or failure depending on whether any defects found were found regarding the props. If the test is a failure more compatible props will be exchanged within the environment.	Due: March 10 th , 2024 Test should take approximately 24-35 minutes. Done by : Reeve
5	Determine if all the code are functional within the environment	Make sure all assets including props audio and player movability	Results will be recorded as a success or failure	Due: March 24 th , 20224

		are functional in the gameplay function of Unity.	depending on if all assets, and functions within Unity are functional.	Test should take approximately 30 minutes – 1 hour. Done by Benjamin
7	Testing the emotional response from the client.	Present environment to a group of peers and observe emotional responses	Results will be the observation of the group of peers while in being in the virtual reality. Notes will be the emotions each person evoked. Test will be recorded as success if appropriate emotions were displayed by the group of peers.	Due: March 24 th , 2024 Test should take approximately 10-15 minutes Done by : Reeve
8	Reducing risk and uncertainty of the environment (user testability)	Gather a group of peers to test the functionality of the virtual environment (whether the environment is easy to use)	Results will be notes taken from the group of peers based on their feedback and observed behaviors of the group of peers. Test will be a success if the	Due: March 24 th , 2024 Test should take approximately 10-15 minutes Done by: Dev

			group of peers are able to easily navigate the environment.	
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Conclusion:

From this last week's client meeting, our team was able to implement slight improvements towards our project. The clients emphasised the importance of portraying our narrative in an obvious in order for users to fully understand what has happened in our environment. As shown in the prototype photos, significant work has been put in regarding adding specific features towards are design and completing some testing documented in the prototyping test plan. Almost all of our prototype objects have been completed except for the analytic model on MATLAB which is to be worked on in the next lab session. As our progress continue, we foresee completion of all task/testing before the due date of the final prototype plan.