

# Prototype II

## Team 13

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# INTRODUCTION



- Construct the second prototype based on client feedback.
- Add new assets to enhance the environment for a more complete version.
- Enable the client to contribute additional assets.

# Prototype Objectives

- Add and upload all remaining Unity assets to the environment.
- Test functionality and compatibility of all assets within the software.
- Complete all tests from the prototype test plan chart by March 10th.
- Develop an analytic model using MATLAB.
- Incorporate and test compatibility of audio assets.



# Analysis of Critical Components



## Movability of playable character

- Enables user mobility within the playable environment.
- Demonstrates various features implemented in the environment.

## Nets/barricades

- Highlights key assets that emphasize civilian adaptations to remain hidden from autonomous weapons.

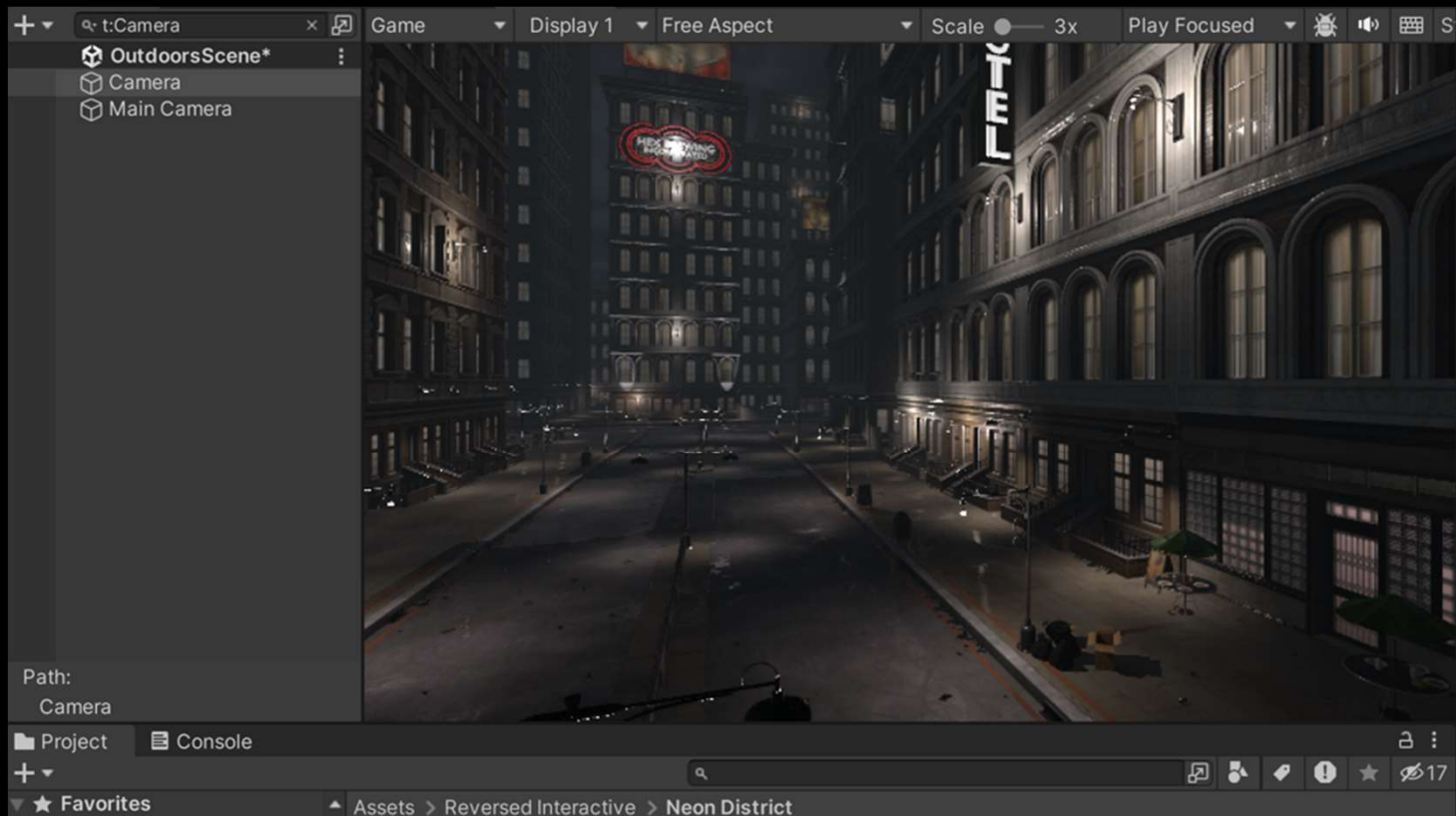
## Background fog effect

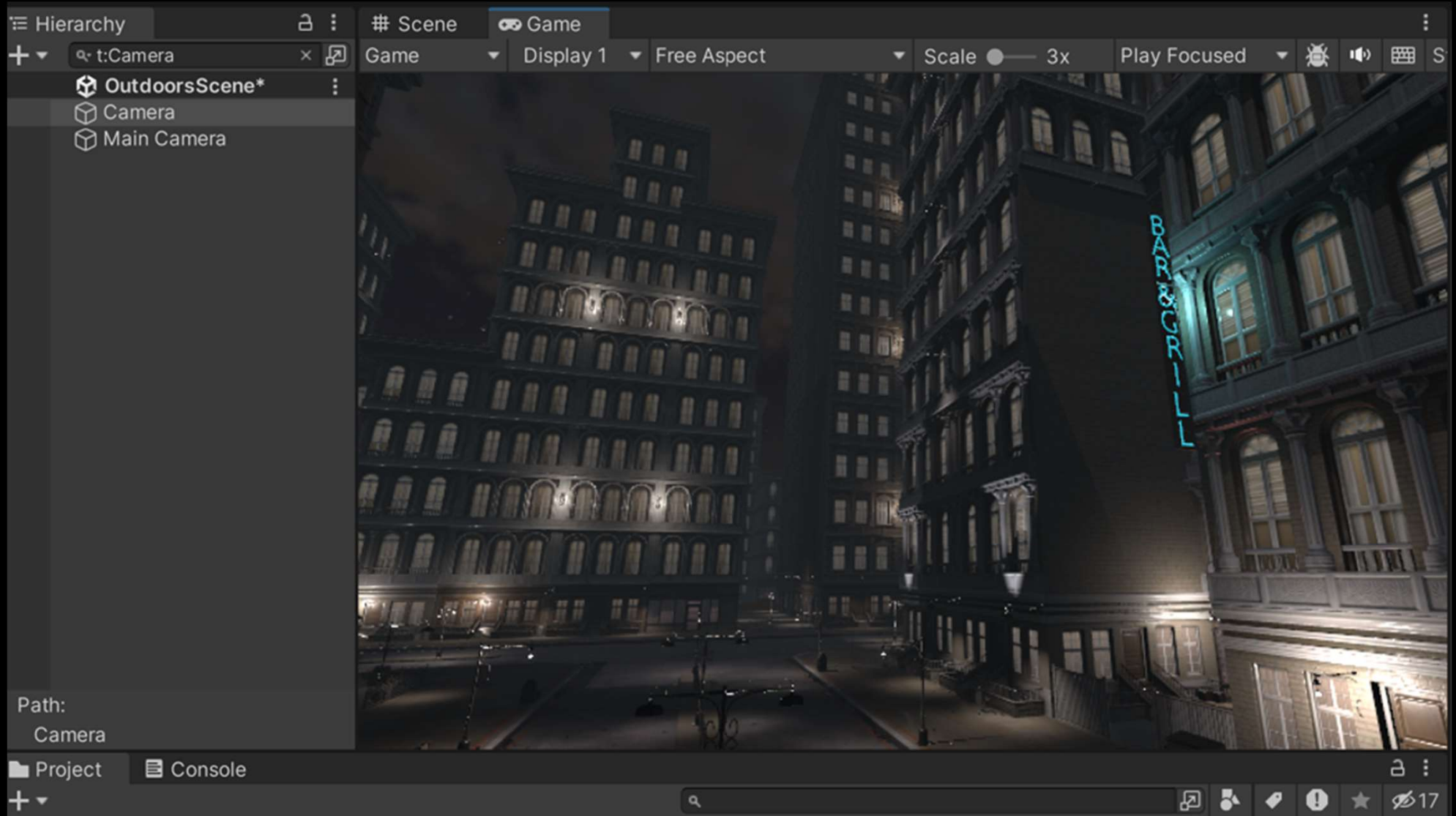
- Creates an eerie atmosphere in the environment.
- Provides a distraction from certain details in the purchased environment.

## Background building

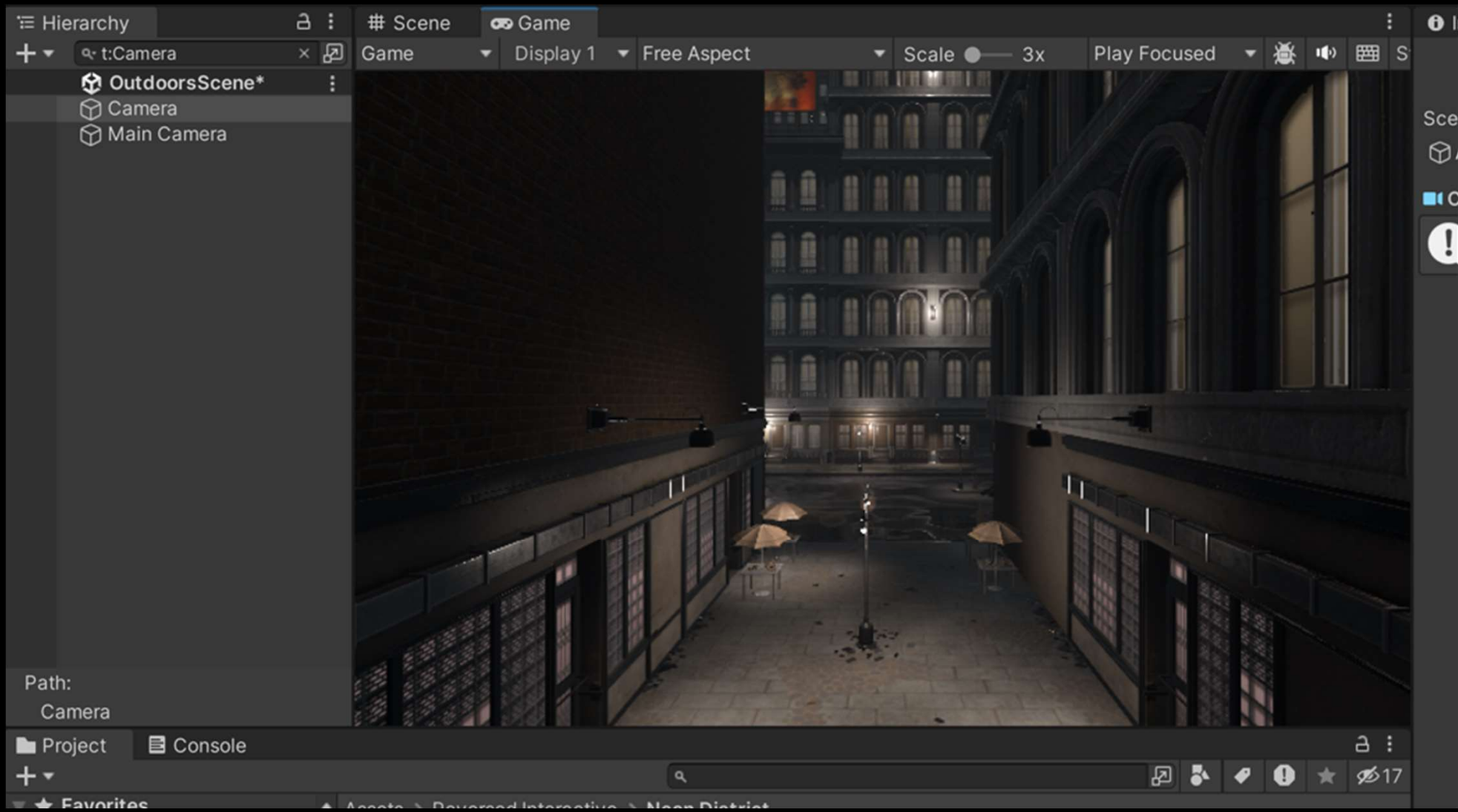
- Displays the environment layout in a general format familiar to various users.

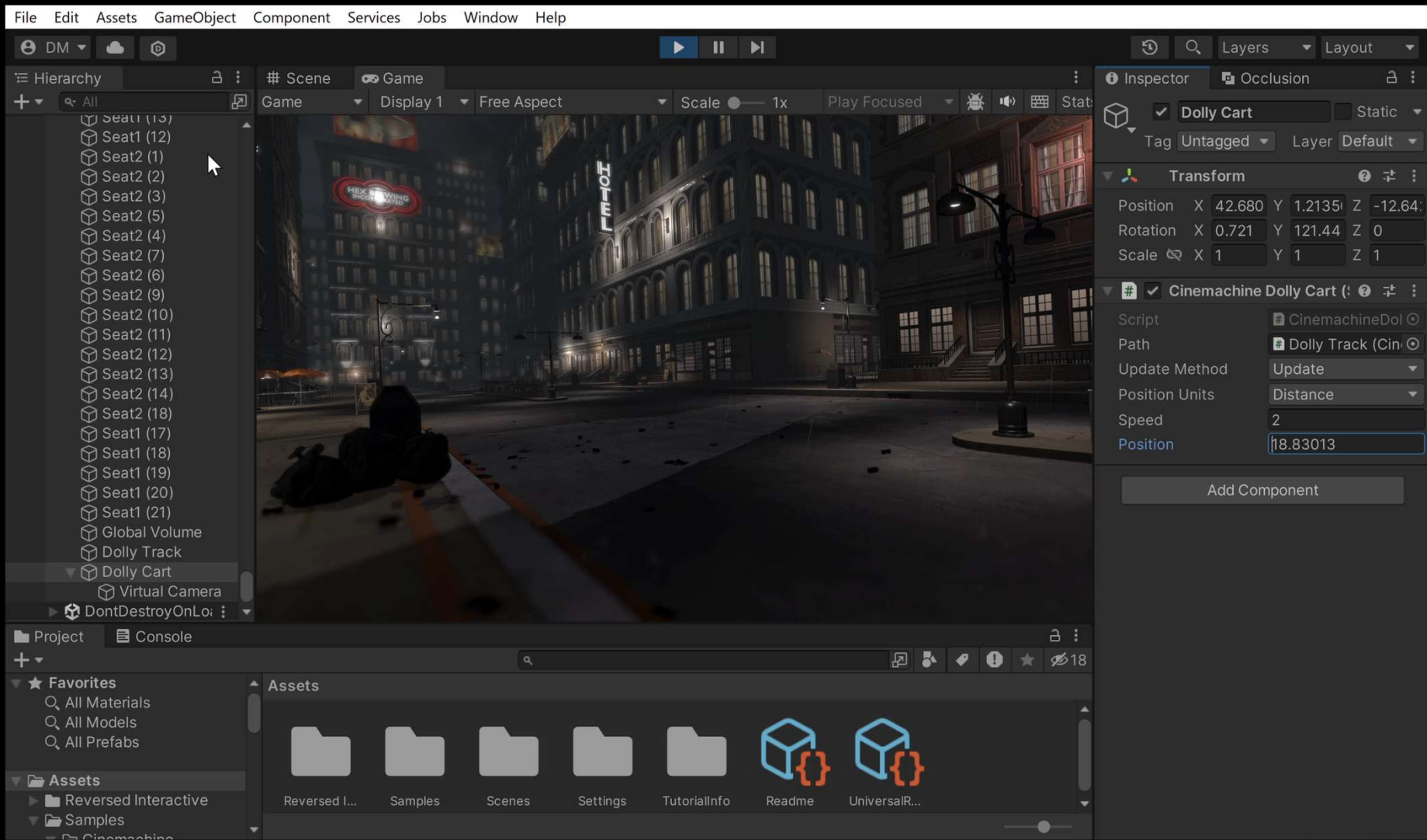
# Prototype II











# Bill of Materials

	<a href="https://unity.com/success-plans/integrated-success?utm_source=google&amp;utm_medium=cpc&amp;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&amp;utm_content=cc_abm_iss_amer_pu_sem_g_ev-br_pros_x_npd_cpc_kw_sd_all_x_x_courses_id:58700008486337662&amp;utm_term=unity%20tutorial%20course&amp;&amp;&amp;&amp;gad=1&amp;gclid=CjwKCAjwv-2pBhB-EiwAtsQZFpmY5PCIGBarWeAnmJlqrQI6JwCFGMSb6idsW5rJdAnW1vWT">https://unity.com/success-plans/integrated-success?utm_source=google&amp;utm_medium=cpc&amp;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&amp;utm_content=cc_abm_iss_amer_pu_sem_g_ev-br_pros_x_npd_cpc_kw_sd_all_x_x_courses_id:58700008486337662&amp;utm_term=unity%20tutorial%20course&amp;&amp;&amp;&amp;gad=1&amp;gclid=CjwKCAjwv-2pBhB-</a>	\$0.
Unity Software	<a href="https://unity.com/success-plans/integrated-success?utm_source=google&amp;utm_medium=cpc&amp;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&amp;utm_content=cc_abm_iss_amer_pu_sem_g_ev-br_pros_x_npd_cpc_kw_sd_all_x_x_courses_id:58700008486337662&amp;utm_term=unity%20tutorial%20course&amp;&amp;&amp;&amp;gad=1&amp;gclid=CjwKCAjwv-2pBhB-EiwAtsQZFpmY5PCIGBarWeAnmJlqrQI6JwCFGMSb6idsW5rJdAnW1vWT">EiwAtsQZFpmY5PCIGBarWeAnmJlqrQI6JwCFGMSb6idsW5rJdAnW1vWT</a>	\$0.00
VR Headset	Provided	\$0.00
Neon District Environment	<a href="https://assetstore.unity.com/packages/3d/environments/urban/newgen-neon-district-276031">https://assetstore.unity.com/packages/3d/environments/urban/newgen-neon-district-276031</a>	\$30.00
Single Entity Robot	<a href="https://assetstore.unity.com/packages/3d/props/weapons/acs-114947">https://assetstore.unity.com/packages/3d/props/weapons/acs-114947</a>	\$5.00
Lighting	<a href="https://github.com/SlightlyMad/VolumetricLights/">https://github.com/SlightlyMad/VolumetricLights/</a>	\$0.00
Destroyed Car	<a href="https://assetstore.unity.com/packages/3d/vehicles/destroyed-car-139331">https://assetstore.unity.com/packages/3d/vehicles/destroyed-car-139331</a>	\$5.00
		\$50.00
	Total Cost	.00
	Total Parts	8

# Client Feedback:

- Address the narrative issue of autonomous weapons' security during software updates in a clear manner.
- Implemented feedback for a simpler environment from the last client meeting.
- Ensure the narrative is clear and concise, requiring no extensive search by users.



# Prototyping Test Plan:

## **Test ID 1: Player Interaction**

- Objective: Ensure player can interact with objects.
- Method: Test with various Unity interactable assets.
- Criteria: Success if interaction is possible.
- Duration: 20-30 mins; Due: March 10, 2024.
- Tester: Benjamin.

## **Test ID 2: Environment Audio**

- Objective: Confirm functionality of audio assets.
- Method: Test audio/background sounds in Unity.
- Criteria: Success based on audio functionality.
- Duration: 10-15 mins; Due: March 10, 2024.
- Tester: Dev.

# Prototyping Test Plan:

## **Test ID 3: Player Mobility**

- Objective: Verify player movement in all directions.
- Method: Test key movement functions in Unity.
- Criteria: Success based on character mobility.
- Duration: 20-30 mins; Due: March 10, 2024.
- Tester: Keval.

## **Test ID 4: Unity Asset Functionality**

- Objective: Ensure all Unity assets function properly.
- Method: Check compatibility of props like cars, nets.
- Criteria: Success or exchange assets if failed.
- Duration: 24-35 mins; Due: March 10, 2024.
- Tester: Reeve.

# Prototyping Test Plan:

## **Test ID 4: Unity Asset Functionality**

- **Objective:** Ensure all Unity assets function properly.
- **Method:** Check compatibility of props like cars, nets.
- **Criteria:** Success or exchange assets if failed.
- **Duration:** 24-35 mins; **Due:** March 10, 2024.
- **Tester:** Reeve.

## **Test ID 7: Emotional Response**

- **Objective:** Gauge emotional impact on users.
- **Method:** Observe peer group in virtual environment.
- **Criteria:** Success if appropriate emotions are evoked.
- **Duration:** 10-15 mins; **Due:** March 24, 2024.
- **Tester:** Reeve

# Prototyping Test Plan:

## **Test ID 7: Emotional Response**

- Objective: Gauge emotional impact on users.
- Method: Observe peer group in virtual environment.
- Criteria: Success if appropriate emotions are evoked.
- Duration: 10-15 mins; Due: March 24, 2024.
- Tester: Reeve



# Conclusion



# Conclusion

- **Client Meeting Takeaways**
  - Focus on clarifying the narrative within the environment.
  - Ensure users grasp the story and events that transpired.
- **Prototype Development**
  - Demonstrated significant enhancement in features as per prototype photos.
  - Completed most testing as outlined in the prototyping test plan.
- **Remaining Tasks**
  - Finalize prototype objects—pending the MATLAB analytic model.
  - Scheduled completion in the next lab session.
- **Project Forecast**
  - Anticipate completing all tasks and tests before the final prototype deadline.