Project Deliverable E: Project Plan and Cost Estimate

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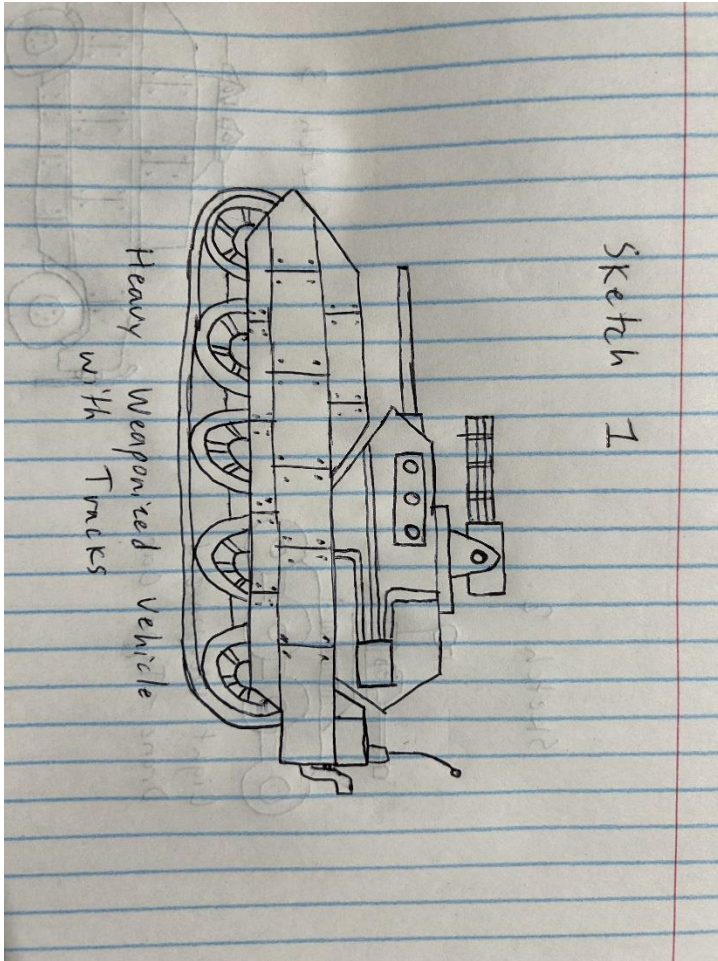GNG 1103

October 28th, 2023

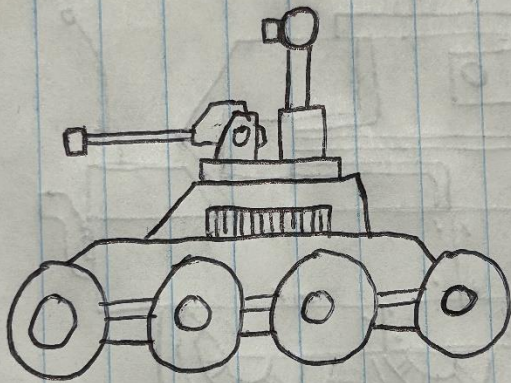Department of Engineering

University of Ottawa
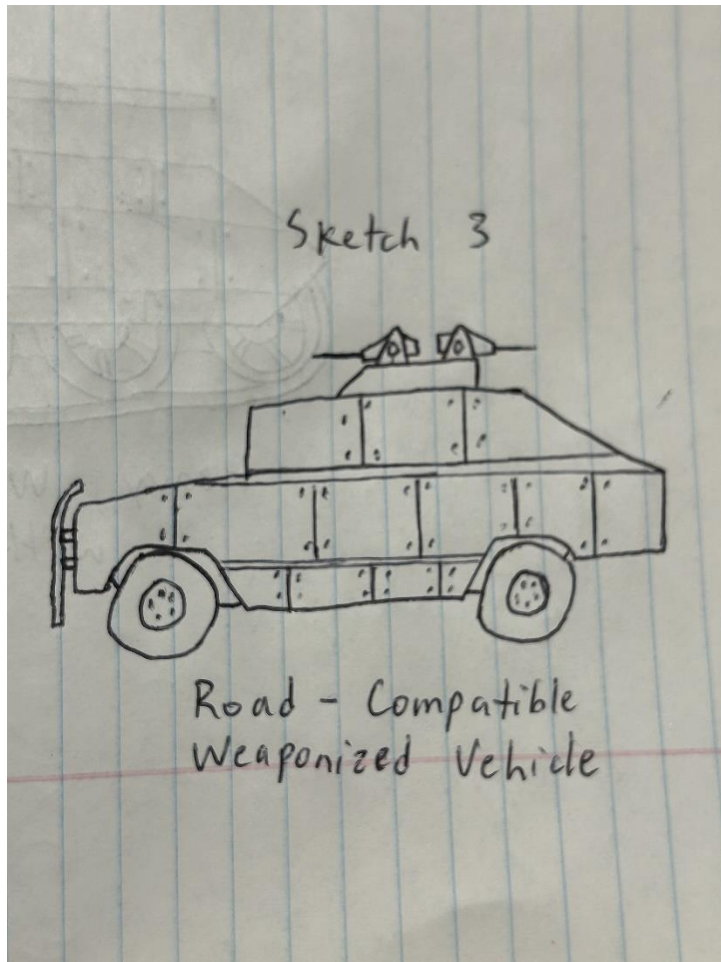
Subsystem #1/Armored AI Military Vehicle:

- Required Materials/Assets
  - Military Vehicles Pack - $20
    - https://assetstore.unity.com/packages/3d/vehicles/land/military-vehicles-pack-43906

Sketch 2

Light Weaponized
Drone - Type Car

Sketch 3

Road - Compatible
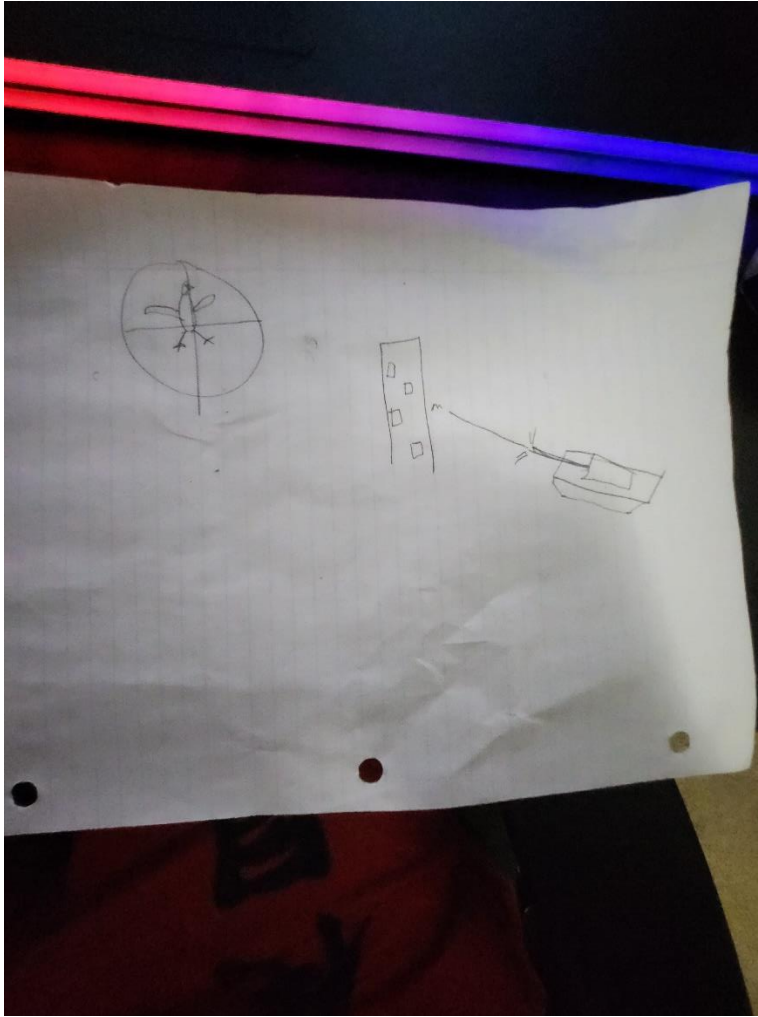Weaponized Vehicle

Subsystem #2/Setting(environment):

- Required Materials/Assets
  - Terrain Textures Pack - Free
    - https://assetstore.unity.com/packages/2d/textures-materials/nature/terrain-textures-pack-free-139542

- o Living Birds Pack – Free
    - ▪ https://assetstore.unity.com/packages/3d/characters/animals/birds/living-birds-15649
- o Flooded Grounds – Free

    https://assetstore.unity.com/packages/3d/environments/flooded-grounds-48529

Subsystem #3/Storyline:

Required assets:

Associated with environment and Tank model

Project Risks:

1. Not being able to finish code in time
2. Scene is not able to be finished in time
3. Video doesn't work on a different screen/device
4. Corruption of files

Ways to mitigate risks:

1. If someone finishes their task before the others, that person can help whoever is behind the most by doing a task that isn't dependant on anything else.
2. Can carry out tests to ensure compatibility with various devices
3. Saving work consistently throughout the project

List of equipment:

For prototype:

- Assorted lego for background and model
- Poster board to create base for model scene

Prototyping Test Plan:

Test #	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	See whose computer the models run on best	Importing and trying to setup scene A on each computer	It's a pass or fail test and to see which computer will be the main one	Day after Client meet 1
2	Make sure all code runs correctly	Make sure all moving parts go where they are supposed too	Feedback from group members and maybe other users if necessary	Starts right after test 1
3	See if all models work well together	See how the client likes the scene	Client Feedback at end of first prototype meeting	Starts with prototype 1, until client sees it