

Project Deliverable F: Background/setting

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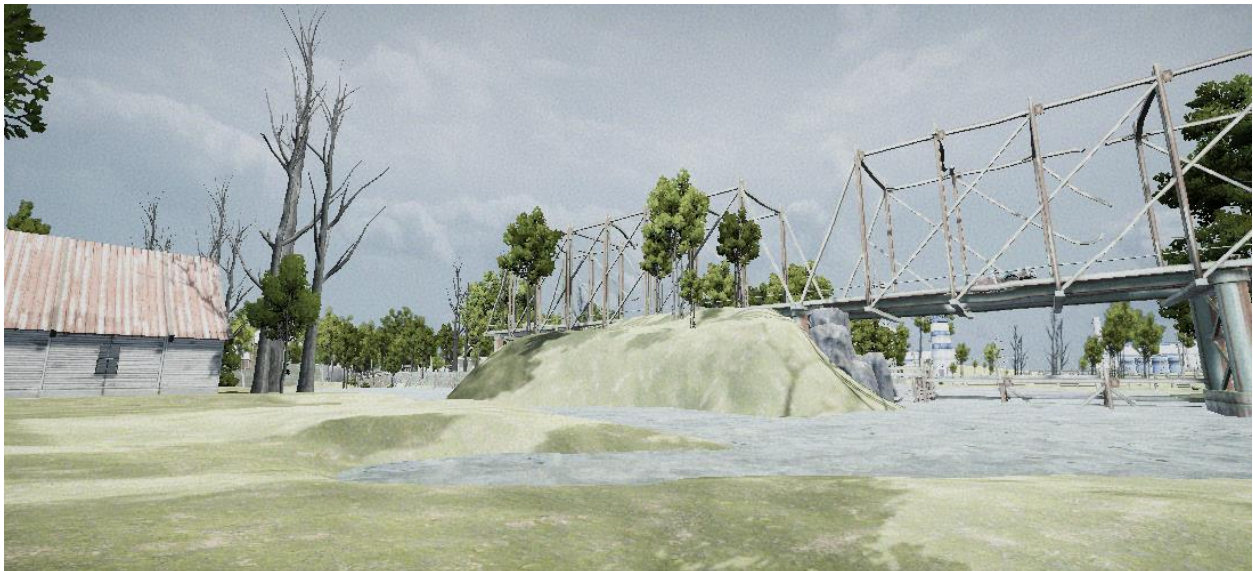
Prototype 1/Background:

Why?	What?	How?
The point of this prototype is to create scenery for the simulation	A Unity background which depicts an urban/barren area in which the tank simulation will take place	We are going to determine whether the background setting is acceptable by getting it approved by each team member and other acceptable clients in our program

Client Feedback:

Since we didn't get our presentation working, there was not much we could say. The clients did say to show other people our project before presenting, to make sure we don't present anything vague. From the client feedback we received we realize that our project plan is not too ambitious however the message against autonomous robots needs to be clearer to the client's. We need to better emphasize the people and political POV during.

Screenshots:







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	Make sure paid models look good	Verification with other people and our group		
2	Ensure Code works properly	Make sure all moving parts go where they are supposed too	Feedback from group members and maybe other users if necessary And will be used to improve code	Starts with prototype 2, until client sees it
3	Message is clear	Seeing if there are ways our video could be misinterpreted	Asking people to watch our rough video and using feedback to change story.	Starts with test 2 being done