

# Project Deliverable H: prototype #3

By

Carter Yue

Ryan Athauda

John Riccio

Sam Meyer

GNG 1103

Nov 19<sup>th</sup>, 2023

Department of Engineering

University of Ottawa

# Introduction

Prototype three will be the final product developed from the Stop Killer Robots project. Prototype three is an improved version of our second prototype based on the feedback received from our group’s presentation and testing. Our plans to finalize the prototype are included in the deliverable.

<b>Why?</b>	The purpose of the third prototype is to finalize our design of the VR environment and to ensure the game runs well with the improvements made from the second prototype.
<b>What?</b>	The third prototype is high fidelity prototype of the final project designed for testing purposes to ensure we have a good final product for design day.
<b>When?</b>	The third prototype of the stop killer robots project is in the comprehensive and physical stages of prototyping. The prototype is comprehensive because it includes all or almost all our final project. It is physical because it is used on the oculus for testing purposes.
<b>How?</b>	The third prototype will be created based on the second prototype with improvements. These improvements are being made based on received feedback from our presentation and from friends, who have VR experience and played the game during the second prototype, .

# BOM

<b>Item Name + description</b>	<b>Quantity</b>	<b>Cost (CAD + Tax)</b>
Flooded grounds(prototype 1 environment)	1	\$0
Tank 3D Model (prototype 1 model)	1	\$0
Free HDR sky	1	\$0
Sci-fi tank (final model used)	1	\$11.68
Modular City kit (final environment)	1	\$7.19
Camo Shader Pack	1	\$0
Low Poly Barriers	1	\$0
Free Low Poly Nature Forrest	1	\$0

# Prototype Test Plan

Test	Test Objective	Description of Prototype used	Recorded Results	Test Duration
1	Background looks good	Prototype 3	Yes	30 mins
2	Animations of dummies and soldiers work	Prototype 3	Yes	2 hours
3	Audio clips work	Prototype 3	No	1 Hour
			<b>Total</b>	3.5 hours

## Conclusion

The third prototype will be developed for the final presentation on design day. Our group will present a pitch to the judges with background information on the project and the purposes of the VR experience. The purpose of the VR experience is to bring awareness to the dangers of autonomous weapons being used in war.



