**Project Deliverable C: Design Criteria**

# Previous Needs List

1. Video of a VR environment that will inform decision-makers about the dangers and disadvantages of autonomous weapons.
2. A VR environment that shows how humans will adapt to the threat of autonomous weapons with a storyline.
3. A non-identifiable environment that the viewer can build empathy with.
4. A video that makes people feel something: fear, inspiration, anger (not rage), etc.
5. A VR environment with realistic technology that people could create and build to protect themselves from autonomous weapons.
6. A video that anyone – no matter their level of knowledge – could watch and understand the message.
7. An accessible video (subtitles, no flashing lights, etc.) that the most people possible could watch.
8. A smaller scale environment with more detail.

# Updated Needs List

The Influence of the Client Meeting: The client put an emphasis on the “story-telling” that they wanted for the VR. The video needs to evoke emotions in the decision makers and bring the abstract concept of autonomous weapons into a tangible experience. Therefore, our updated list of needs after the influence of the client meeting consist of:

1. A video of a virtual reality that will evoke emotions in any person whether they have previous knowledge of autonomous weapons or not.
2. A video focused on story-telling, explaining the negative impact of autonomous weapons.
3. An informative video with enriching content.
4. A video of at least 1 minute and that is under 2 minutes.
5. Most basic backgrounds; not too much change in scenery (keep it simple)

# Design Criteria:

1. Minimum video duration
2. Amount and type of locations in the VR environment
3. Complexity of themes shown in the video
4. Music and audio
5. Video accessibility (color blind friendly, subtitles, etc.)
6. Amount of elements in the VR environment
7. Aesthetics of the VR environment
8. Maximum video duration
9. Pace of VR walkthrough
10. Cost

The Influence of the Client Meeting: The meeting with the client allowed us to gain a global idea of what they wanted for the product. We were able to understand what they were looking for out of this video, and what they were hoping to achieve with it. They were also able to provide us with a variety of constraints and requirements to make this video accessible and efficient. Empathizing with our client allowed us to make informed decisions on what needs to include and to prioritise, and how to turn these needs into criteria for the video.

# Technical and User Benchmarking

[Link to Sheets](https://docs.google.com/spreadsheets/d/1aB1TWZjQoDX8IMts3pqm3e-gFE2tFYFyQo4J3tC1H5g/edit?usp=sharing)

# Target Specifications

* Because the edited video is one minute max, the uncut version should be 1.20 minutes max to avoid too much being cut out and the video being choppy.
* The user in the video should be walking slowly for the user to take everything in. Therefore, there should be a max walking pace of 1-3 steps per second.
* To be accessible to all, the most important features of the VR should be colour-blind accessible. (ex. No red & green, green & brown, blue & purple).
* The cost should be a maximum of 50$ (our budget)
* All text in the video (in the environment or subtitles) should turn out to be at least 16 px to be easy to read.
* Subtitles for any spoken words or important sound effects played during the video
* Have 2 to 4 different locations with multiple aspects and a different “feel.”