Deliverable H: Final Prototypes and User Feedback

Group 1

Contents

Environment

- Adjusted rigid body settings and plane layouts throughout the map to allow VR movements and smooth entity pathing.
- Added drone animations for smooth transition from place to place within the city.
- Tested the scene transition between the title screen and the actual interactive environment.
- Tested poster visibility with the headset on and how the environment works in tandem with the audio.
- Added drone bodies and a variety of NPCs bodies to the environment to create a realistic vibe to the environment.
- VR integrated into the environment.
- Environment adjusted for proper VR integration.
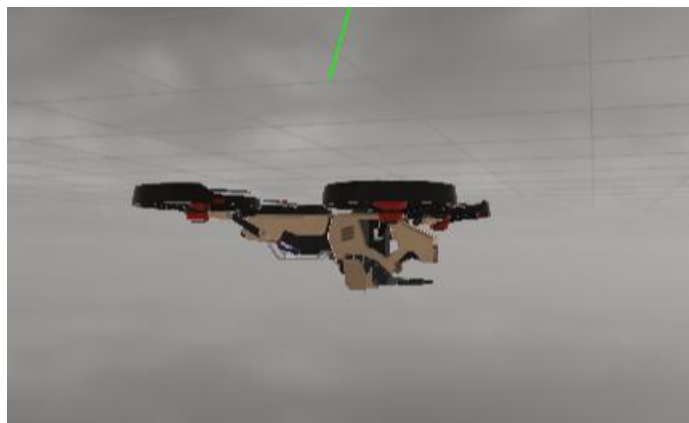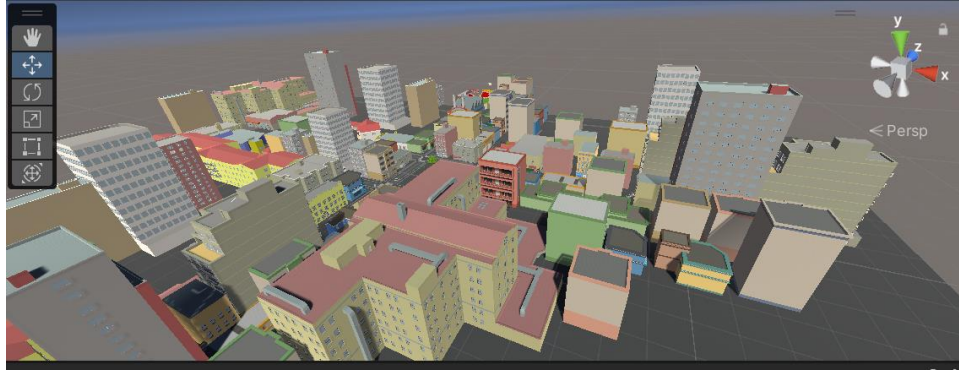
Entity Pathing

- Added Drone animations to smoothly make drone entities move across the environment.
- Plenty of entities created to create a feel for the environment.
- Integration into the environment

Audio

- The background noise has been implemented, as well as the loudspeakers dialogue and the background gun shot.
- We have assets for drone noises which can be added once the drone's movement has been fully implemented.
- The next step for the audio will be to create a 3d effect for it so that sounds more realistic to the user.

Title Screen

- Title screen was created in a separate unity file with three primary scenes.
- The First scene, titled 'Menu' had three components: a title, a 'play' button, and a 'quit' button.
- Using a C# script, both buttons call upon a function that either loads scene 1 (play button) or exits the game (quit button).
- Buttons work with the scenes as expected, however the 'quit' button only functions once incorporated into the project.
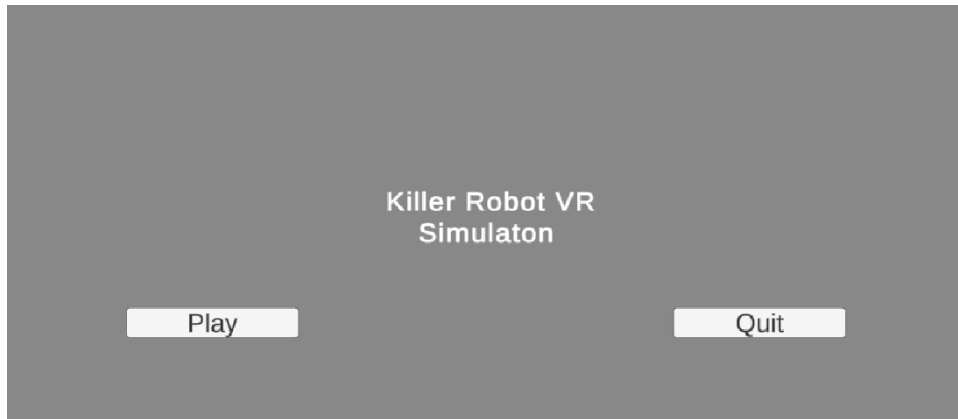
Title screen will consist of the following format. Aspects such as button positioning, button size, font colour and size, background colour etc. may be altered based on group opinion.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class Menu : MonoBehaviour
{
        public void OnPlayButton ()
        {
                SceneManager.LoadScene(1);
        }

        public void OnQuitButton ()
        {
                Application.Quit();
        }
}
```

The code above is responsible for scene change when the 'play' button is selected. Using the "on click" function in the canvas inspector window, the button will call upon function OnPlayButton and load the first scene when selected. Similarly, function OnQuitButton is called upon when 'quit' button is selected.

Testing

- User testing will be conducted within the next few days (Monday and Tuesday November 27th, and 28th).

Wrike Snapshot

https://www.wrike.com/frontend/ganttchart/index.html?snapshotId=D541sR6ZPrbCPHDeGgVNyl8jQgeA9waJ%7CIE2DSNZVHA2DELSTGIYA

User Feedback

- Final Prototypes were shown to several users, primarily friends and family members with little to no knowledge of the project or initial designs.
- Feedback was overall positive, with some critiques. Users responded positively to the appearance of the environment and objects, as well as ease of use.
- AI pathing, scene transition, and overall laws of physics were praised for behaving well.
- Some users thought real animation should be integrated, however for simplicity and time constraints, this simply is not feasible.