

Team Fire

Group 16:

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**How would YOU
adapt to living with
autonomous
weapons?**



**MINES
ACTION
CANADA**

Problem Statement

“Mines Action Canada needs a short, simple, and immersive VR video environment to persuade decision makers showing the ethical concerns that automated robot killers will provoke”.

Summary

Our VR simulation takes place in a city in which autonomous weapons/robots are being used. As a result, the city has been left deserted and civilians are forced to take cover and protect themselves from a potential unanticipated disaster.

Prototype 1 - Creating The Scene



Posters &
news-
papers

Cityscape

Protective
sandbags

Prototype 2 - Realism & Audio

Warning
Signs

Protective
Tarps



Blocked
windows

Improved
Roads

The Final Prototype - User Intractability

Street
Lamps



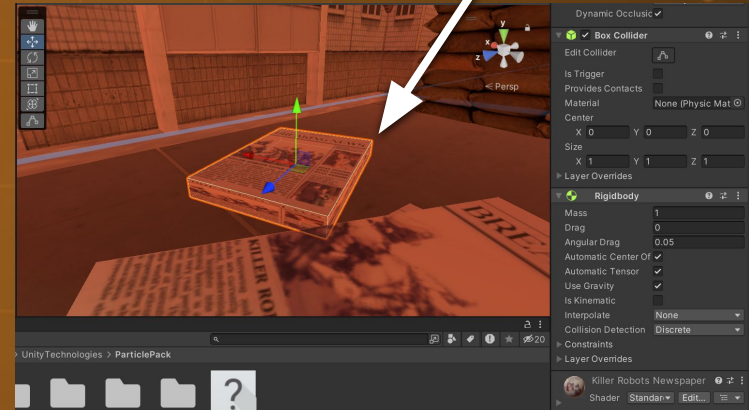
Piles of
Masks

The Final Prototype - User Intractability

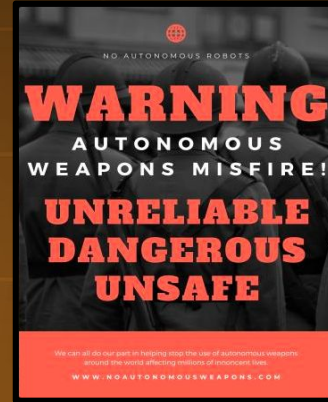
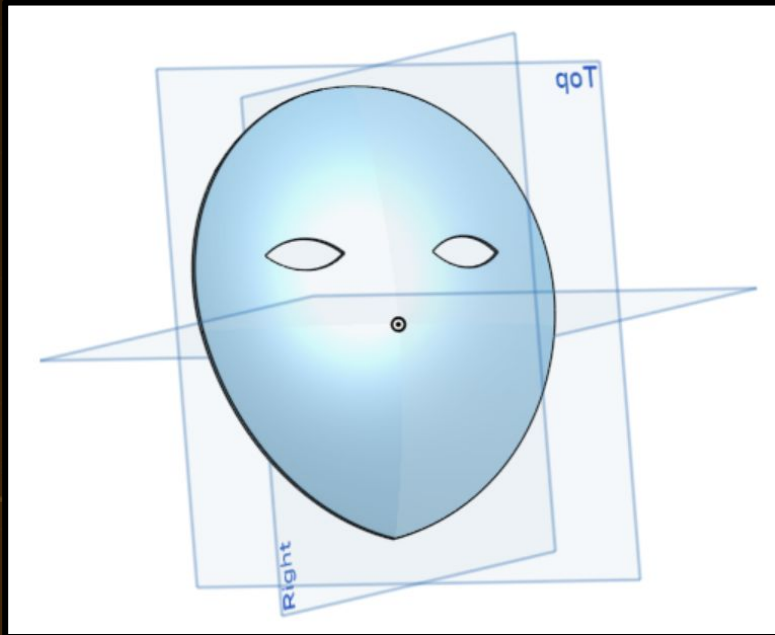


Player Movement &
Teleportation

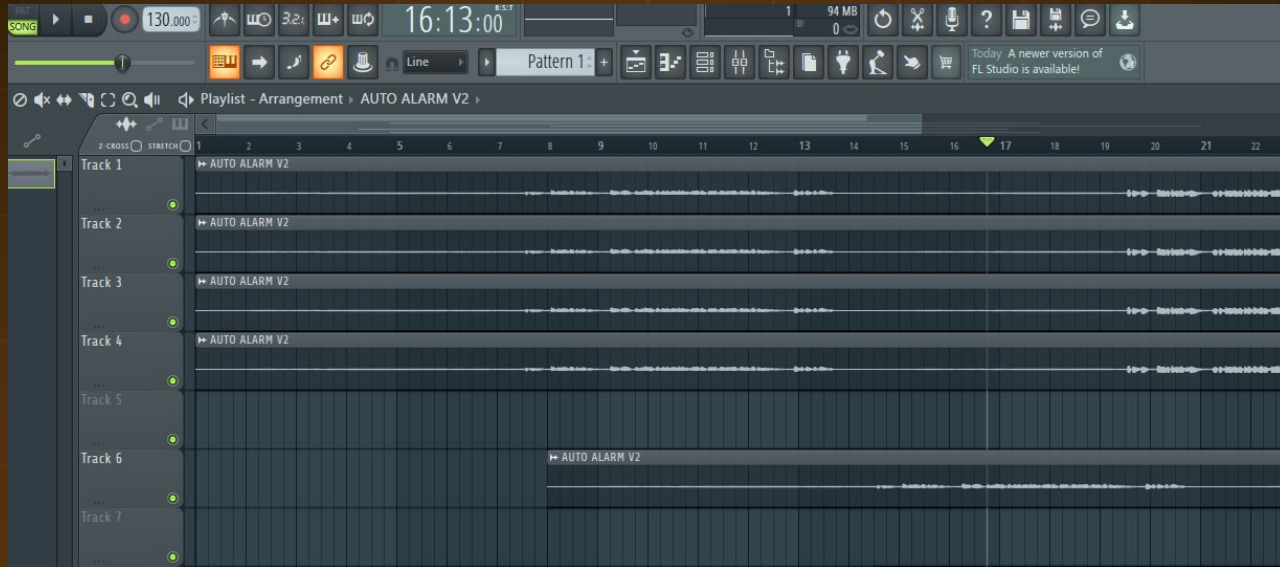
Interactable
Newspapers



Unique and Handmade Assets



Unique and Handmade Assets



Audio created using FL Studio.

Completely Cost Efficient

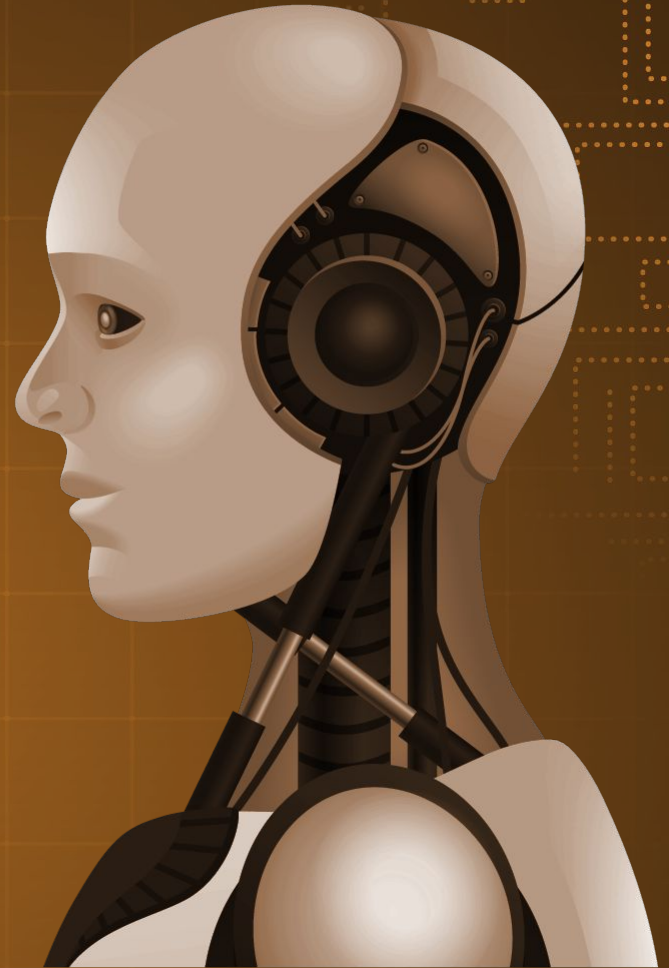


**All assets
for free!**

Bill of Materials		
Material	Cost (\$)	Description
Newspaper	0	Made by Kwab
Mask	0	Made by Jeanine
Fire/smoke	0	Free from asset store
Radio	0	Free from asset store
Skyscrapers	0	Free from asset store
Signs	0	Made by Jon and Rohan
Sandbags	0	Free from asset store
Skyline/weather/Cloudy sunset sky	0	Free from asset store
Poster	0	Made by Jon and Rohan
Protective Tarp	0	Free from asset store
Bomb noises	0	Made by Jon
Total Cost (\$):	0	

THANKS!

DO YOU HAVE ANY QUESTIONS?



Video

