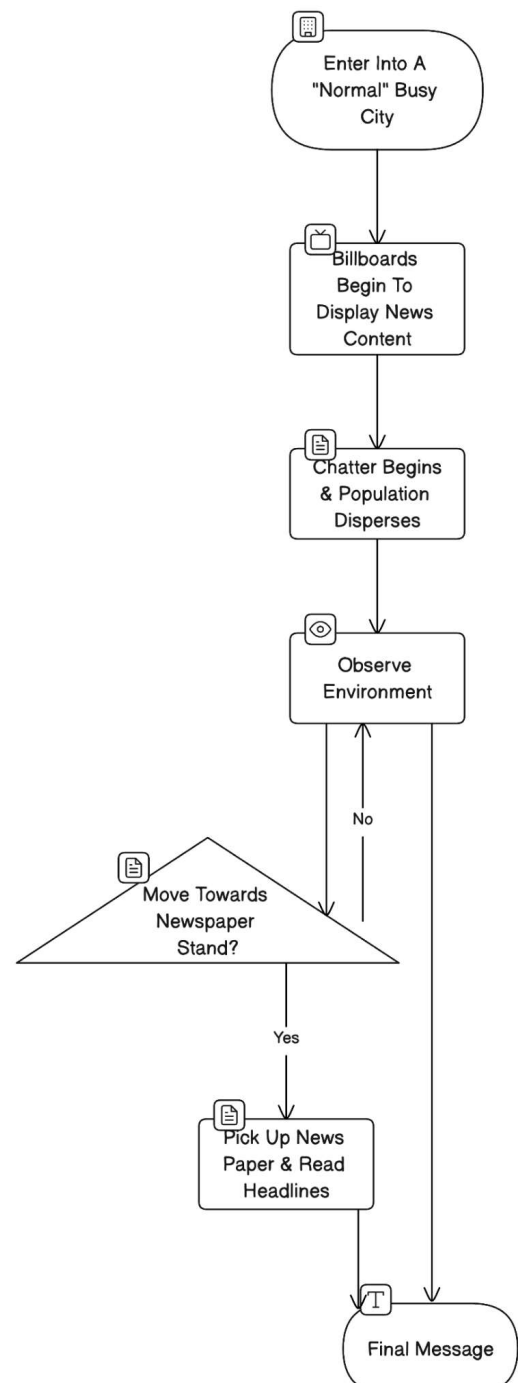
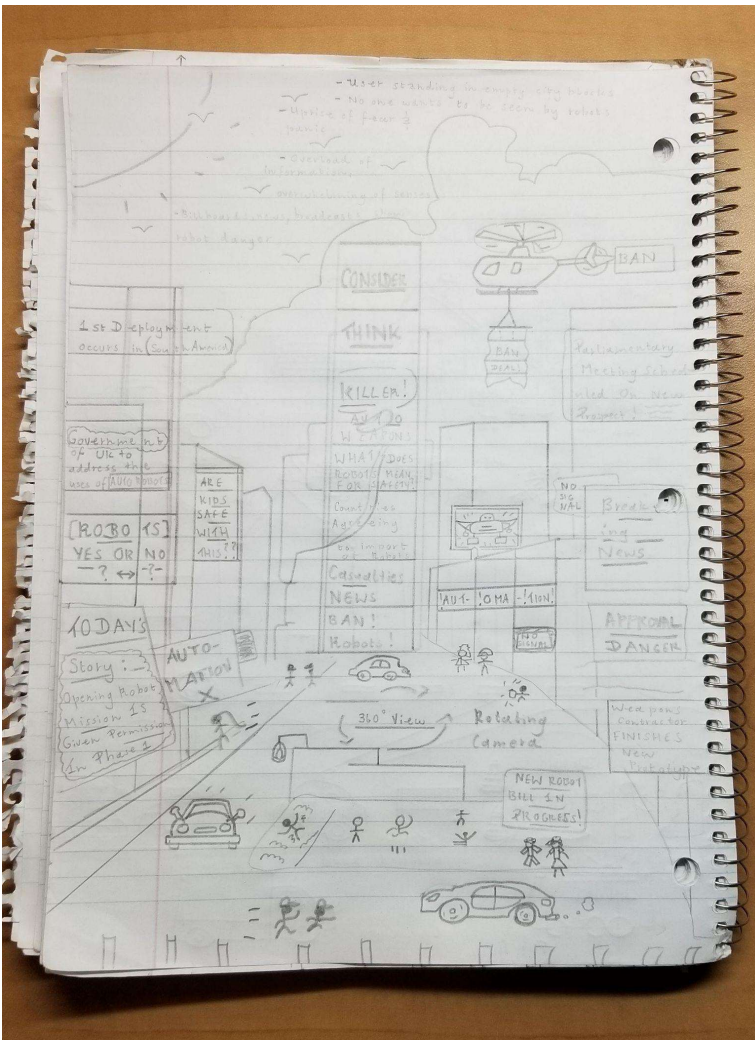


NGG1103- Project Deliverable E

Part 1

Design drawing of final concept (subject to change)



Part 2

BOM - Table of Unity assets

Item Name	Description	Units Of Measure	Quantity	Unit Cost	Extended Cost	Link
Billboard	3D model of a billboard	1	1	\$0.00	\$0.00	https://assetstore.unity.com/packages/3d/environments/urban/billboard-9700
Low poly cars	Low poly 3D models of cars	1	1	\$0.00	\$0.00	https://assetstore.unity.com/packages/3d/vehicles/land/low-poly-cars-toy-cars-258470
Low poly street pack	Low poly 3D models of city street objects	1	1	\$0.00	\$0.00	https://assetstore.unity.com/packages/3d/environments/urban/low-poly-street-pack-67475
Modular streets	Models of streets/intersections	1	1	\$0.00	\$0.00	https://assetstore.unity.com/packages/3d/environments/urban/modular-lowpoly-streets-free-192094
Skyscrapers V1.0	Model pack of skyscrapers	1	1	\$5.00	\$5.00	https://assetstore.unity.com/packages/3d/environments/urban/skyscrapers-v1-0-67027
Downtown skyscrapers	Model pack of skyscrapers	1	1	\$5.00	\$5.00	https://assetstore.unity.com/packages/3d/environments/industrial/downtown-skyscrapers-136673
Total Cost					\$10.00	

Part 3

Final	Prototype	Equipment
✓	✓	Laptop
✓	✓	Unity
✓		VR Headset + Controllers
✓	✓	Editing Software
✓		Camera
✓	✓	Headphones

Part 4

Project Risks:

1. Risk: Disconnect With Client
 - **Contingency Plan:** Ensure clear communication and alignment with clients on delivering a project which meets their criteria and achieves the end objective.
2. Risk: Budget Overruns
 - **Contingency Plan:** Regularly monitor project expenses. Have a reserve budget.
3. Risk: Underestimation of difficulty of project (running out of time)
 - **Contingency Plan:** Plan and schedule small parts of the project to come together, and communicate effectively and early what is done and what needs to be done still.

Part 5

Test ID	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	To create an environment most conducive to the emotions we wish to evoke.	Environment Test. Users will look around the unity environment using a computer.	Qualitative data on how the environment made the user feel.	Duration: 3 mins Date: Nov. 8th
2	To understand how to create an effective audio experience to relay our message to users.	Audio test. Users will listen to different audio samples to determine which one leaves them reflecting on the “stop killer robots” message the most.	Qualitative data on how the users feel after listening.	Duration: 30 sec Date: Nov. 14th
3	In order to measure the functionality of the assets we have chosen, to have the easiest experience of the assets to create the environment for where the user experiences the message conveyed.	Assets test where the surrounding entities we will be using are tinkered with, placed in space, moved, sized, coloured and manipulated to be able to judge how they will properly fit into the concept.	Qualitative data from what the user senses or feels from the effectiveness of the assets in the surroundings. Quantitative data from how our choice on how much assets we had contributes to the reaction or experience overall.	Duration: Date: Sat. 11th

Stopping Criteria: Our data is mostly qualitative, so it is subjective when we have enough “preferable or satisfactory data” for our timeline of the project. When we think that we have a better idea of the client behavior we can say our prototyping is done. Prototyping will be strived to be done more than three times if time permits and to have the most troubleshooting or exercising of our tools for what will be in the final product.

Connor Bess

29/10/2023

Belden Winner

29/10/2023

Berke U

29/10/2023

~~John~~

29/10/2023

Phil H

29/10/2023