**Deliverable I – Design Day Presentation Material**

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**Abstract**

This deliverable presents a summary of the game we have developed and the presentation material we will be using on Design Day.

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1. **Introduction**

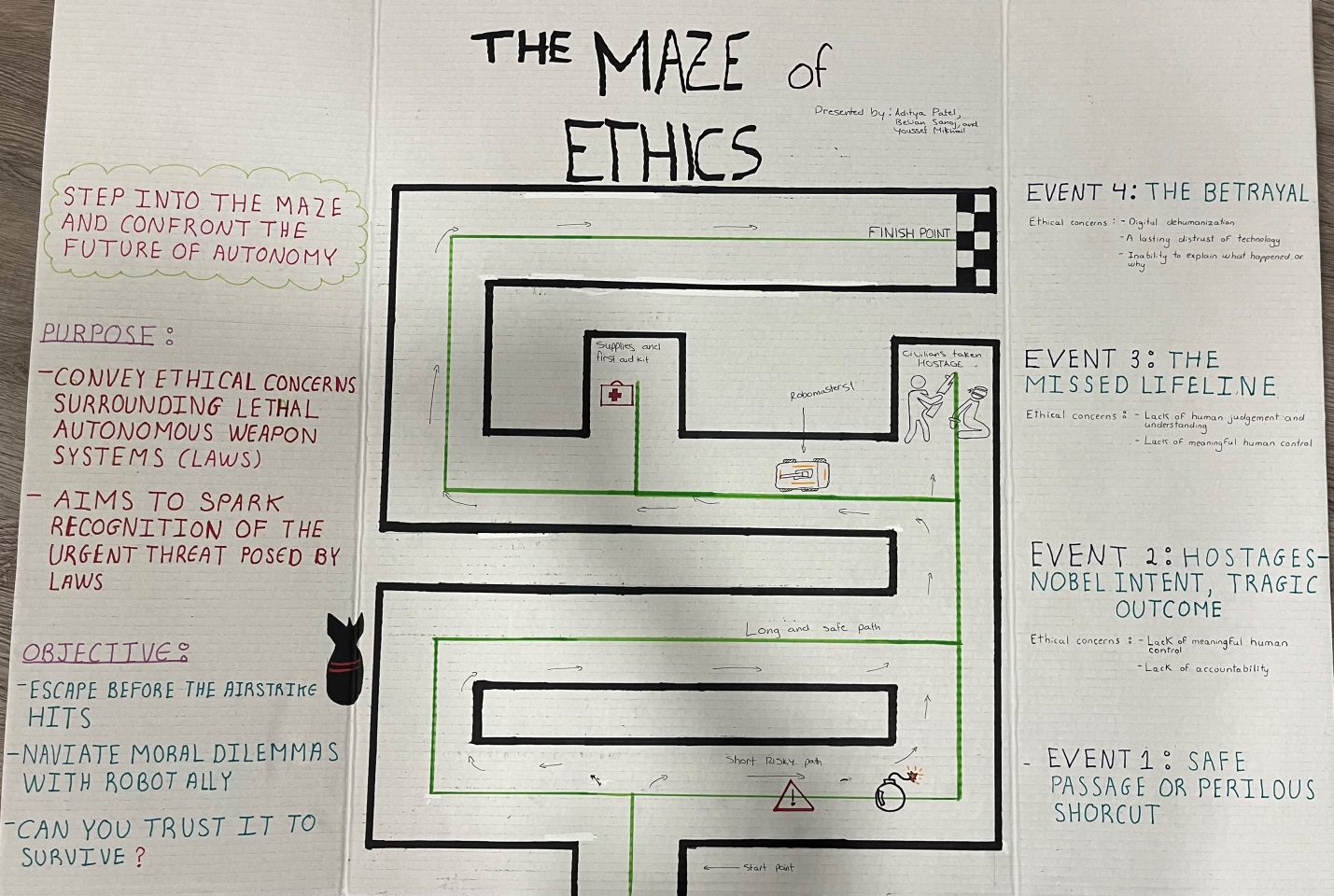
This deliverable presents a summary of the game we have developed for our client to address his need which was that he needed an immersive and though-provoking game that conveyed the ethical concerns around lethal autonomous weapons systems and make the public realize that such a technology should not be brought to market. Additionally this deliverable presents the presentation material we will be using for our Design Day presentation.

1. **Summary of our game :**

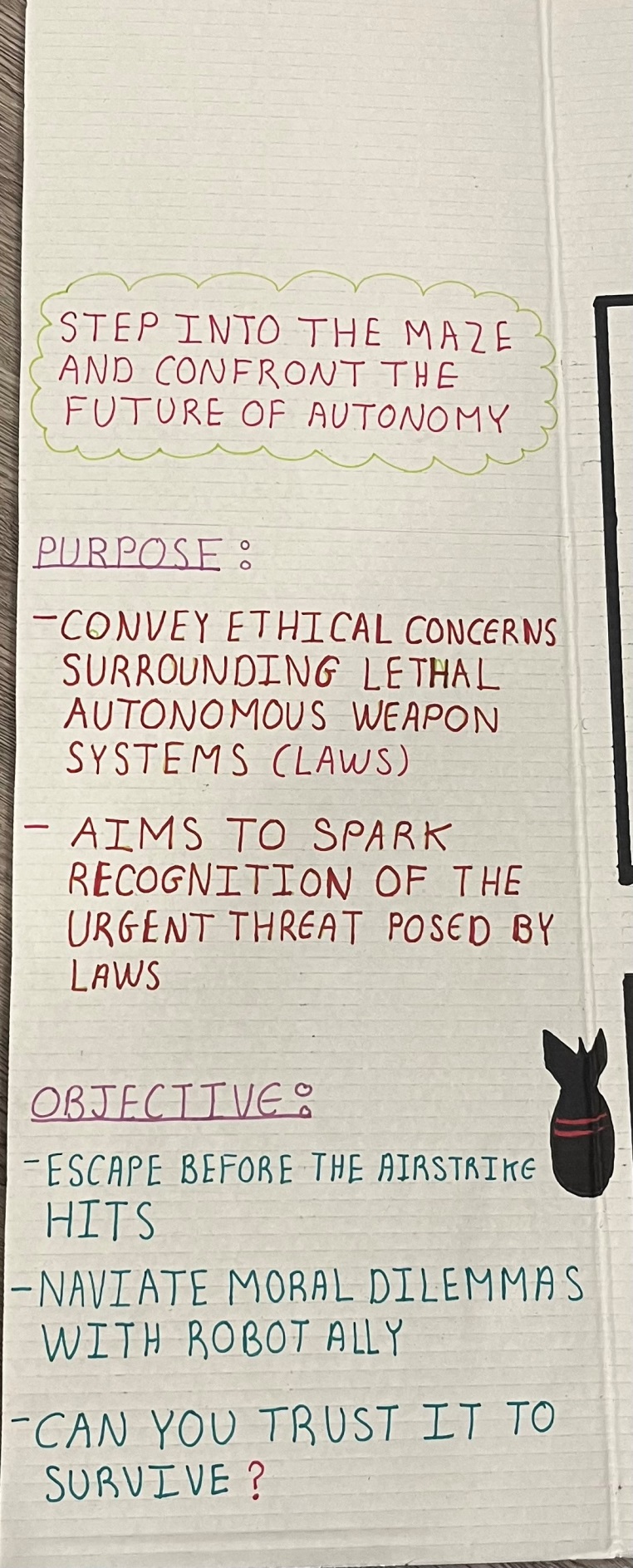
The Maze of Ethics is an immersive and thought-provoking game set in a warzone. Players must escape a maze within 10 minutes to evade an impending airstrike. Along the way, they encounter intersections where they will be presented with challenging moral dilemmas. They will have to collaborate with a robot to navigate the maze and the ethical complexities. As the game unfolds, the robot evolves from a reliable partner to an unpredictable entity, making decisions that may conflict with the players' choices and ultimately cause them harm. Through the actions the robot takes to face the moral dilemmas the game conveys the ethical challenges around lethal autonomous weapons systems.

1. **Presentation Material**

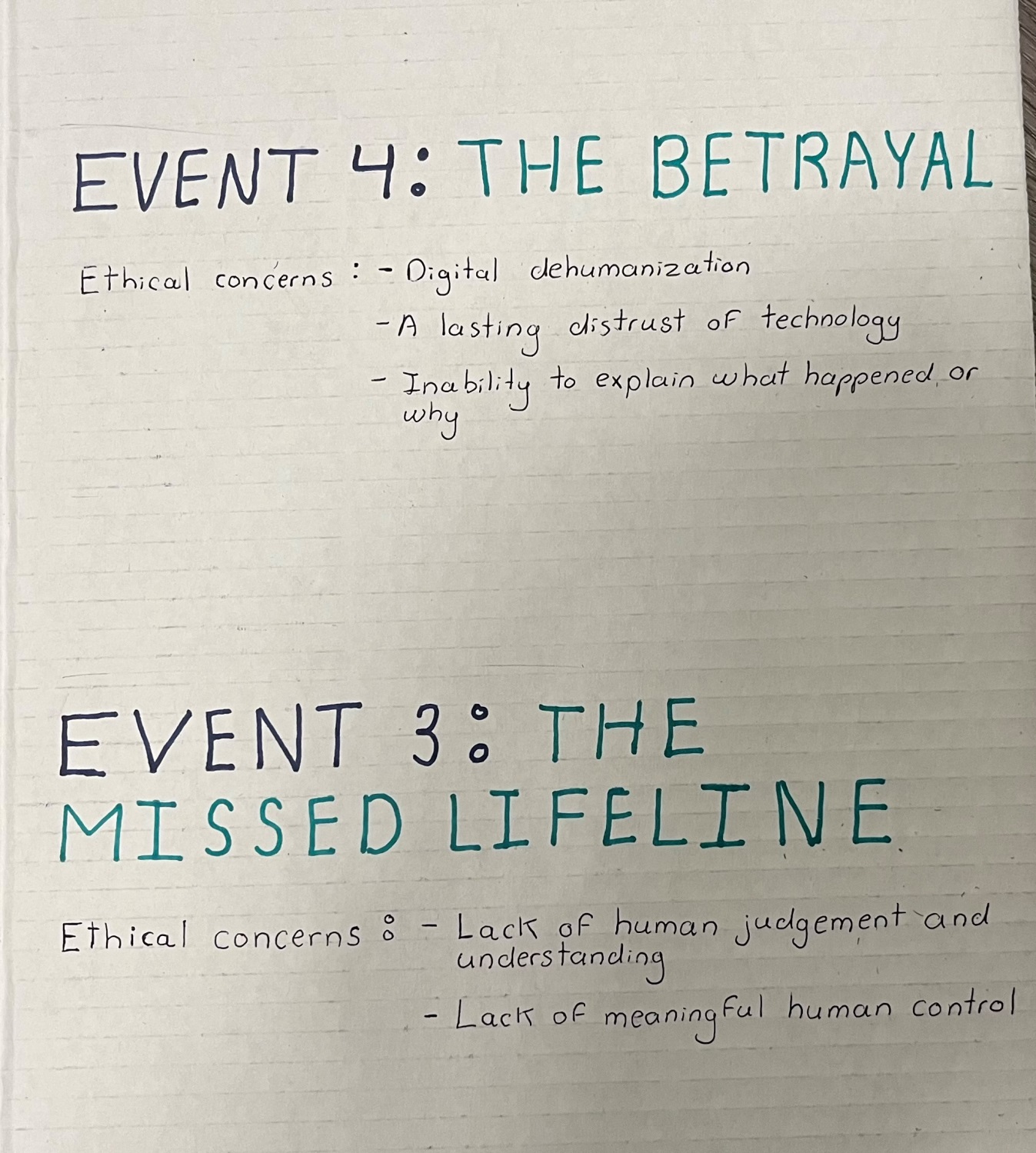
Poster of our presentation :

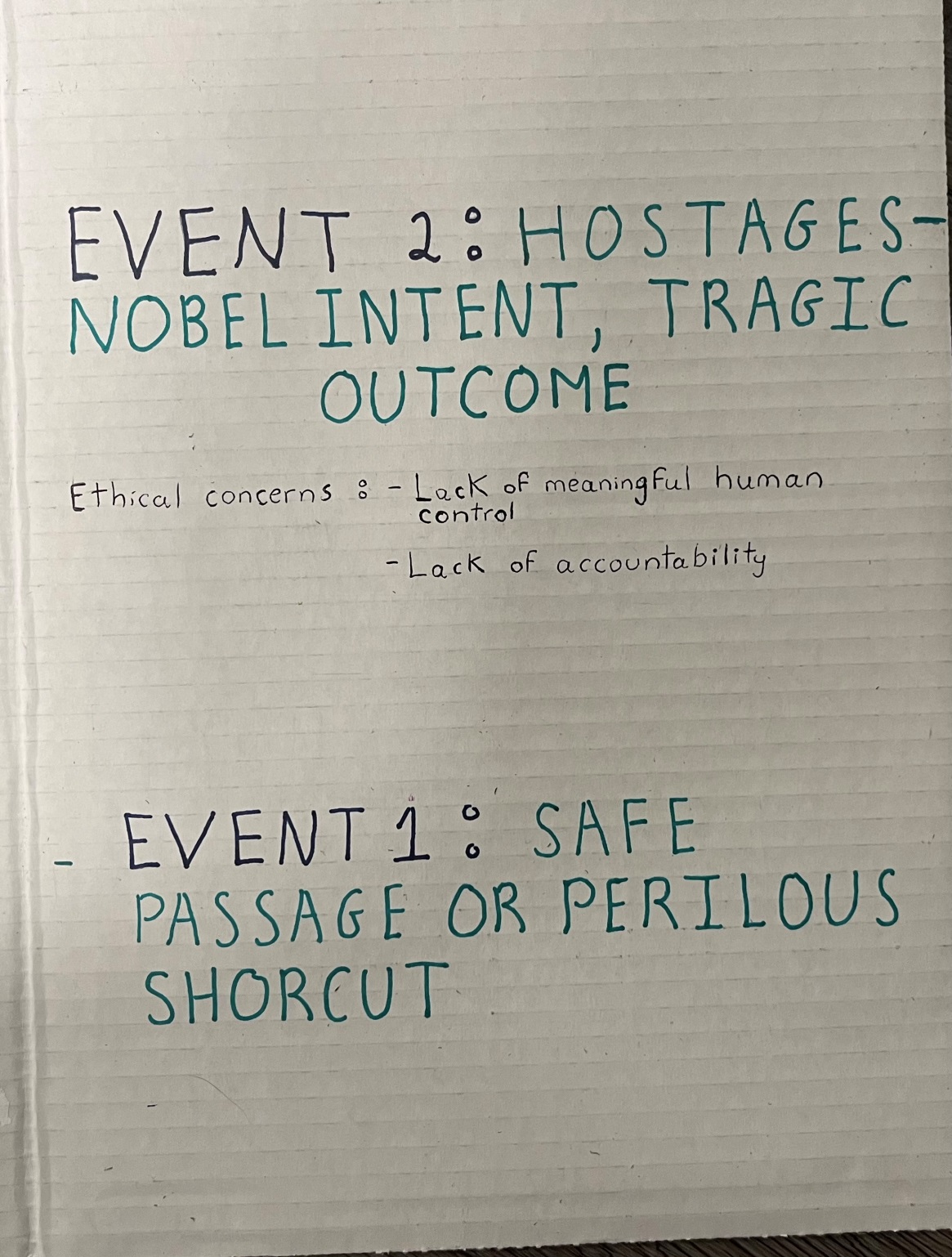


Left side :



Top part of right side:



Bottom part of right side : 

The physical product :

