

	Design Specification	Relation (>,<,<=)	Value	Priority	Verification method	Interpreted need	Design Criteria
	Functional Requirements						
1	Demonstrate anti-autonomous weapons values and ideas	=	yes	5	External sourcing from experts in the field	The experience will showcase the possible ethical issues that come with autonomous weapons	Message conveying
2	Show potential danger and harm autonomous weapons are capable of	=	Yes	5	External sourcing from experts in the field	The experience will demonstrate the dangers of autonomous weapons	Message conveying
3	Digestible by a Canadian audience	=	Yes	4	Test	The experience will pander to a Canadian audience	Safe to watch
	Constraints						
1	The Video/Presentation should not be too scary	=	Yes	2	Test	People will look forward to the experience instead of fearing it	Easy to watch
2	2-5 Minute presentation video	=	Yes	4	Done in design Test	The user will only have to be engaged with the experience for a short time	Summarizing the message
3	Can not call out companies or countries specifically	=	Yes	5	Done in design	The experience will refrain from using country and	targeting

						company names	
4	Situation in which the viewer feels like it's real life	=	Yes	4	Test	The experience will ensure the user feels they are truly in said situation	Real scenarios
5	Not too much physical movement required	=	Yes	3	Done in design Test	Users can remain seated while in the experience	Maximum movement
	Non-Functional Requirements						
1	Connect with a global audience	=	Yes	2	Test	The experience will connect with users from around the world	advertising
2	Strike an emotional chord with the users	=	Yes	4	Test	The users will connect emotionally with the cause the experience is showing	emotional
3	Show that technology always breaks	=	Yes	5	Test	The experience will show autonomous weapons are not to be trusted	Technology efficiency
4	The viewer should not die	=	Yes	3	Test	The user will not die while using the experience	servivability

Product	Live or die: what would you choose in a nuclear attack? IHL ICRC	Still The Most Shocking Second a Day
Time	1:51 Minutes	1:56
Emotional Effectiveness	Connects with the user through the idea of losing everything they love in a nuclear war attack. Connects well emotionally with the user.	Shows the user the journey of a child as they become a victim of war
Horror	Screaming. Baby crying. All things that make people uncomfortable and off-put	Gunshots and screaming. The video is fast-paced with explosions in the background
Shocking	Quick cuts and images of the deceased shock the user	Gunshots and the video focusing on a sad child
Does the viewer die	No	No
Technology malfunctions/ fell into wrong hands	It's assumed in the video that this technology was used on civilians and made innocent people's lives worse	Guns are used against civilians and advanced warplanes fly overhead
Physical movement (1-5)	1, the user does not move	1, the user does not move
Names mentioning	No country or company names are used	No country or company names are used

4. The client meeting heavily impacted our design criteria and specifications. Prior to the client meeting, we were unsure of many elements of the virtual reality experience. We did not know what exactly we had to do. We had thought that we needed to make a physical virtual reality headset and then a game-like simulation about robots. However, after the client meeting, we realized that we simply had to make a virtual reality experience that sheds light on autonomous weapons and the ethics and dangers that are associated. Moreover, we learned useful information during the questioning period. For example, we learned that there should not be any gore, should be 2 – 5 minutes, should be emotional, the user should be stationary and more. Many constraints and specifications that we now have in our chart are a result of the client meeting. Next, since the client meeting was before the due date of deliverable B, the changes we made to deliverable B were a result of the client meeting. Essentially, we did not add anything since then as we think our current design criteria are sufficient. To be more explicit, the following list is all the design specification changes we made since the client meeting:

1. There should be no gore/not scary.

2. Experience should be 2-5 minutes long.
3. Cannot call out specific companies or countries.
4. Little to no physical movement is needed by the user.
5. User should not die.
6. Should be emotional.

Ultimately, the client meeting heavily impacted and influenced our design criteria.