

GNG 1103:
-TEAM CODE RED
-PROJECT
DELIVERABLE J

SUMMARY – EMPATHY AND DEFINITION

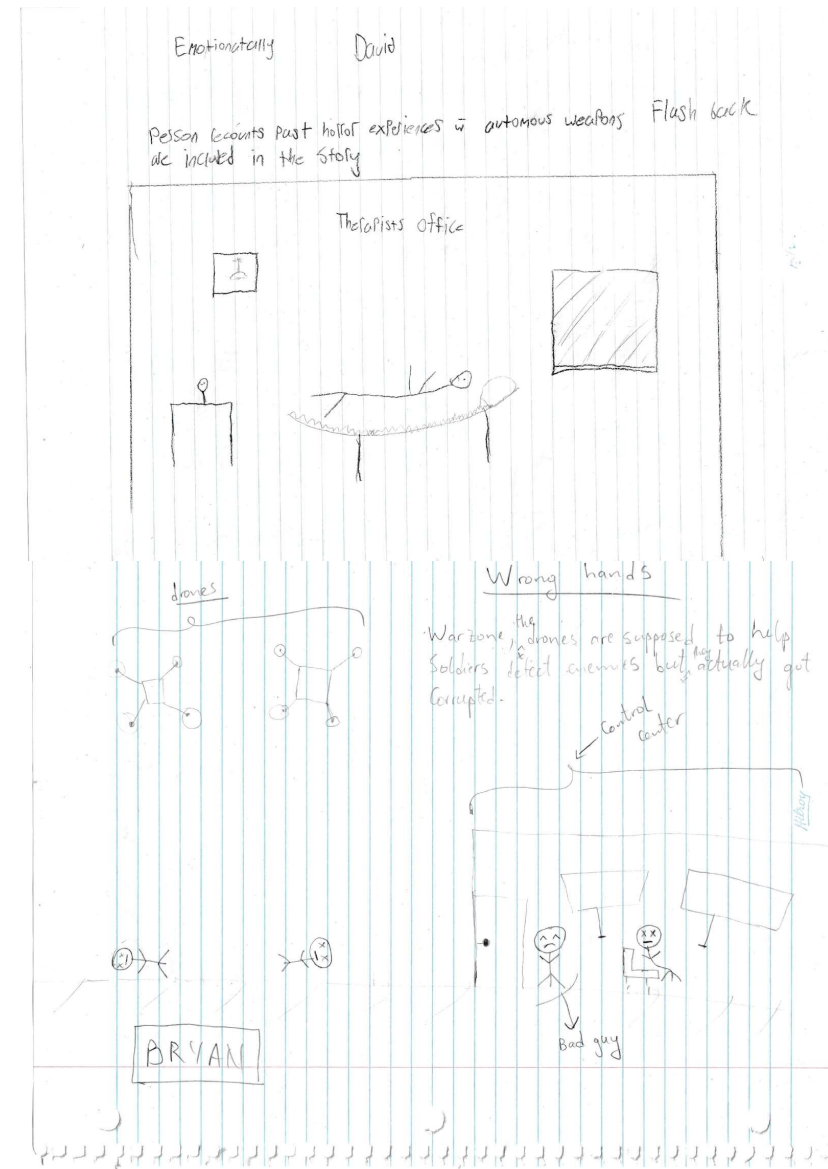
- We recognized the client's needs and wants through thorough questioning and running ideas through them in the meetings
- Differentiated between the customer and the user
 - Customer informed us of the explicit needs and less obvious requirements
 - Identified that users would connect more with an emotional storyline

SUMMARY – IDEATION

- The team had multiple brainstorming sessions before a plan was finally made
- Some ideas involved AI air defence attacking kids playing with kites
- We were unsure of how to create the issue of one of the robots going rogue

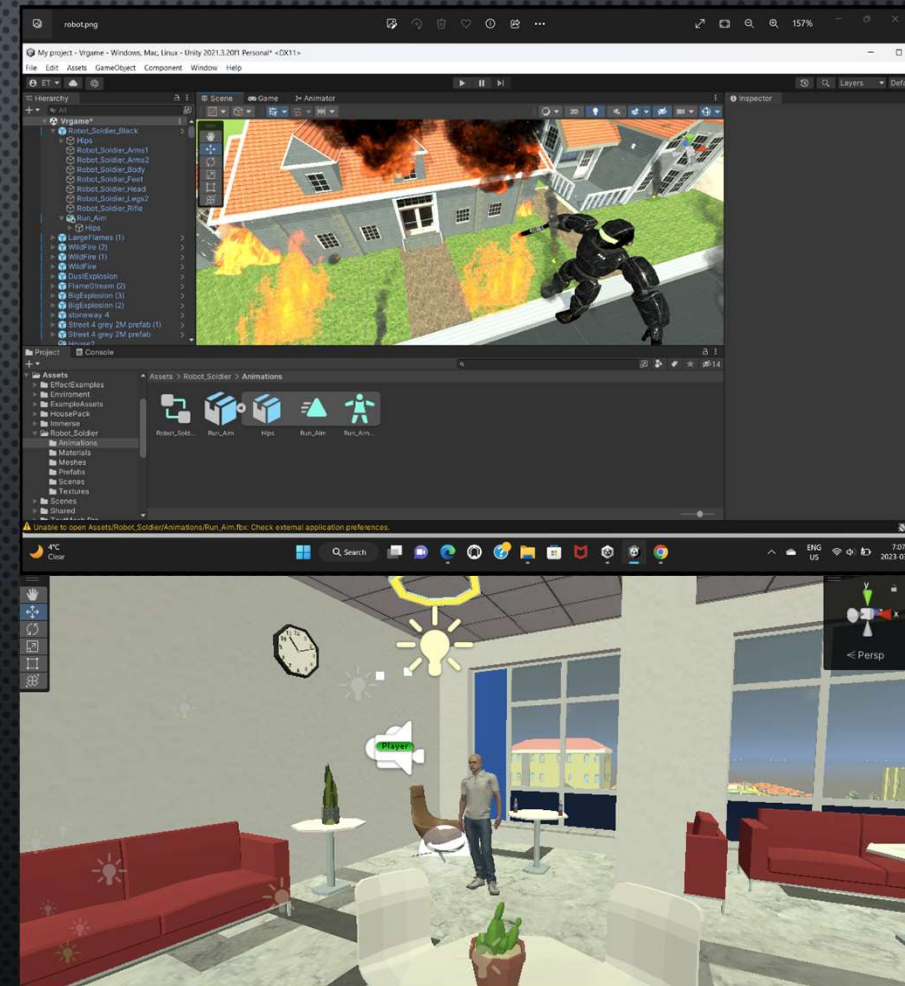
3 Subsections we wanted to incorporate/paths to go down

- 1) Emotionality
- 2) Malfunction
- 3) In the wrong hands



SUMMARY – PROTOTYPING AND TESTING

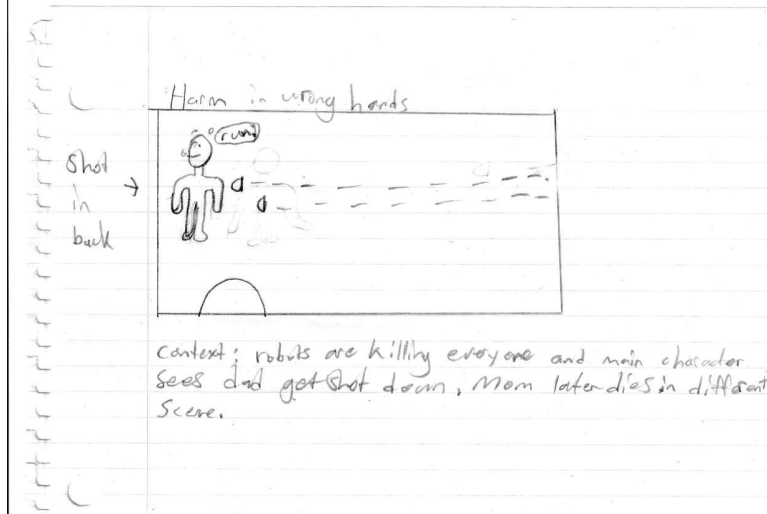
- The testing portion of our product did not go as smoothly as we had planned. This topic will be touched on in more detail later in the presentation
- We failed to identify functional failures
- We were able to model our final product analytically to determine the most probable aspects of failure.
- Obtained user feedback on prototypes to determine if project was in going in the right direction



SOLUTION OPTIONS

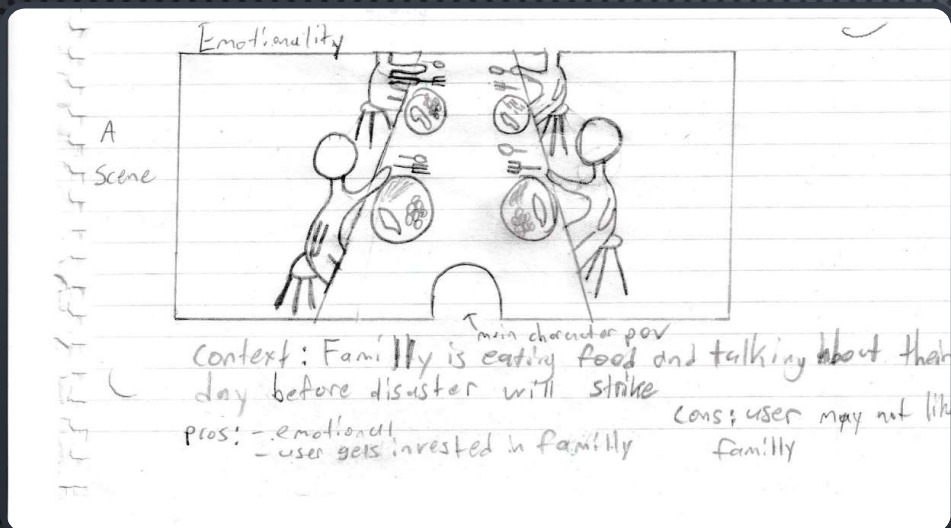
- THE POINT OF THE PROJECT IS TO DELIVER THE MESSAGE OF "STOP KILLER ROBOT", TO HIGH GOVERNMENT OFFICIALS AND REPRESENTATIVES.
- THE WAY THE PROJECT WOULD BE PRESENTED SHOULD GIVE THE PROBLEM ITS FULL INTENSITY AND EFFECT OF HUMANS.
- IT SHOULD LEAVE THE AUDIENCE WITH THE MAIN MESSAGE.

SOLUTION OPTIONS



- 1) CONCEPT OF AUTONOMOUS WEAPONS FALLING IN WRONG HANDS WRONG HANDS:
- -IT IS BIG TOPIC IN AUTONOMOUS WEAPONS AND AI.
- -WE WANTED BIGGER CONCEPTS TO SHOW THE REAL EFFECTS OF AUTONOMOUS WEAPONS.
- -SOMETHING THAT SHOWS THE LONG-TERM EFFECTS.

SOLUTION OPTIONS

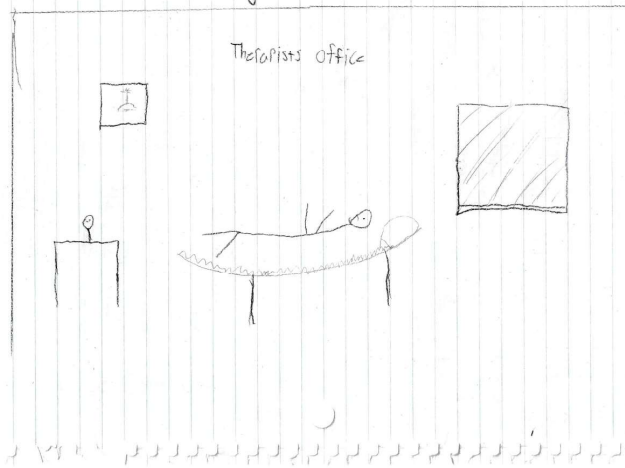


- 2) THE CONCEPT OF EMOTIONALITY:
- THE USER WOULD CONNECT WITH THE MESSAGE IF THEY FELT AN EMOTIONAL CONNECTION
- EMOTION IS A GOOD BASIS TO WRITE A STORY ON
- IF USER FINDS IT EMOTIONAL, THEY WILL BE MORE LIKELY TO REMEMBER THE PRESENTATION

Emotionally

David

Person recounts past horror experiences w/ autonomous weapons
are included in the story Flash back



SOLUTION OPTIONS:

3) THE CONCEPT OF FLASHBACK :

-IT SHOWS THE TRUE DAMAGE AND LONG TERM EFFECTS OF THESE WEAPONS.

-THE CONCEPT OF FALLING INTO THE WRONG HANDS AND THE CONCEPT OF EMOTIONALITY COULD BE INCORPORATED IN IT.

-IT SHOWS THE TRUE INTENSITY AND DANGER OF THESE GUNS.

-IT HAS NEVER BEEN DONE BEFORE.

QUELQUES DÉCISIONS PRISES ET RAISONS

- ASSIGNER TOUTE LA PROGRAMMATION A UN MEMBRE DE L'EQUIPE
- UTILISER UNIQUEMENT LES PERSONNAGES GRATUIT DE UNITY
- INCLURE DES DIALOGUES ENTRE LES PERSONNAGES
- RÉDUCTION DE MOBILITÉ (TÉLÉPORRTATION)
- TROUBLES DE STRESS POST – TRAUMATIQUE (PTSD)



↙ (SCENE ENTRE UN TÉHRAPISTE ET SON PATIENT)

TRIALS AND TRIBULATIONS

Creating a
unique story
line

Lack of coding
and unity
experience

Problems with
code

Unable to
achieve
desired result

```
Script error: GdtTriggerRider
This message parameter has to be of type: Collider
Assets/Glow/GlowMFX.cs(12,7): error CS0244: The type or namespace name 'UnityEditor' could not be found. Are you missing a using directive or an assembly reference?
Assets/Glow/GlowMFX.cs(12,7): error CS0244: The type or namespace name 'UnityEditor' could not be found. Are you missing a using directive or an assembly reference?
Error building Player: because scripts had compiler errors
Internal compiler error. See the console log for more information; output was:
Unverified Exception: System.UnauthorizedAccessException: Access to the path 'K:\New Games\Ghouls Forest 3D HD Remake\Temp\Assembly-CSharp.dll.tmp' is denied.
```

```
case "connect":
    if(a[1]){
        if(clients.has(a[1])){
            ws.send("connected");
            ws.id = a[1];
        }else{
            ws.id = a[1];
            clients.set(a[1], {client: {position: {x: 0, y: 0, z: 0},
            ws.send("connected")
        }
    }else{
```

LESSONS LEARNED



Organization is important



Take time to test your product



Test your product in advance

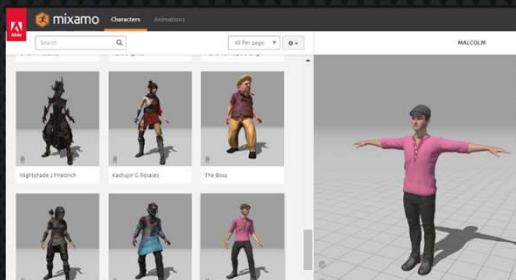


Seek help if needed

THE FUTURE

IF WE WERE TO CONTINUE

- FINISH UP THE MOVEMENT
- ADD CUT SCENES
- ADD USER INTERFACE



IF WE WERE TO DO IT AGAIN

- GET MORE REALISTIC ASSETS
- USE MIXAMO FOR CHARACTERS
- USE TIMELINE TOOL TO ANIMATIONS
- TEST AT EVERY STEP OF THE WAY

