### What if a robot could decide who lives and who dies? Our project turns this chilling question into a game to spark awareness about the ethics of autonomous weapon systems. In our game we have aimed to highlight these ethical concerns through our interactive story and advanced coding.

### Our goal was to design a portable, immersive experience using the Robomaster s1 that allows the participants to reflect on at least 3 ethical concerns associated with autonomous weapon systems. The experience must remain neutral in terms of cultural and racial identities, and leave participants with a greater understanding on why autonomous weapons systems need to be banned from warfare.

### In our game the players will be playing as innocent people living in a small village community. This village has been overrun by dictators but have no fear, there has been an autonomous weapons system dispatched to the village and it seems to be tasked with eliminating the dictator. Unfortunately this robot begins to create other targets too and now it’s coming after the players. Their job is to run away and survive from this clearly out of control killing machine. Our robomaster is a scale version of what autonomous weapon systems are capable of doing. These systems are currently being developed and we have a solution to educate the population and preemptively ban the use of autonomous weapon systems. Our game plays on emotions and experiences instead of traditional lecturing. Some key points in the game is the tracking ability of the RoboMaster, as players walk around the RoboMaster will follow them and lunge or eliminate them randomly. This gives players a sense of vulnerability and makes them feel afraid of the weapon systems. It also has a green laser to simulate military combat weapons. We will now show you a demonstration of our game and will explain how we demonstrated the ethical concerns while the game is progressing. MENTION DESIGN IS SIMPLE AND WON'T FAIL WHEN TRAVELLING AROUND