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University of Ottawa
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GNG11003 – Engineering Design
PDF: Prototyping II and Customer Feedback
Team F3.1

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Introduction

Prototyping, as explained in the previous deliverable, is one of the most crucial steps in the design process. Without a prototype, there will be no product. After hearing the feedback from our Client, Professor Hanan, and our audience, improvements and tweaks were added to our prototype. In this report we will outline the feedback received, prototype objective, the prototyping test results of prototype II and the prototyping test plan for prototype III.

Client Feedback

The client suggested that we consult Eddie, one of the panelists, about the plot of our design project that was based on his story. The reason behind consulting the meeting is to ensure that the scenes line up with what Eddie felt when this occurred. Apart from the client's feedback, our audience also praised the animations and scenes created in Prototype I.

Our team will get in touch with Eddie and present our Prototype II and plot personally. We will listen and follow his guidance and apply the necessary changes to our prototype.

Prototype Objective:

The objective of prototype II was to create the environment for the first and last scene, which will both take place in a house setting (bedroom/living room). Also, the team aimed to make a smooth transition between scenes and add some interactivity to the school scene. These scenes contribute significantly to the plot of the experience which will help users learn empathy in a more efficient manner.

Prototyping Test Plan:

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 and how long)	Test Observations And results
1	Are we able to pick up object?	A draft script and a game object. Test by interacting with object.	Object will be in game players "hand"	Start: Friday March 16 th Test duration: 30 minutes	Test did not take place will reschedule, March 16th
2	Can we select a button that will start the scene?	A draft script for button. Test by clicking button.	The starting button allows users to start experience the plot that is chosen for the video.	Start: Friday March 16 th Test duration: 30 minutes	Test did not take place will reschedule, March 16th

3	Can we select the button to end the application?	A draft script for button. Test by clicking button.	Can click quit button to exit	Start: Friday March 18 th Test duration: 30 minutes	N/a
4	Will the scenes be able to transition smoothly?	Transitions from scene to scene	Scripts to make the scenes change when an action happens	Start: Friday March 11 th Test duration: 30 minutes	Able to move scenes with a click of a button
5	Will selecting a poster make it zoom in?	A draft script for button, and gui popping up if button is clicked. Test by clicking button.	This option allows users to interact with the posters added to the video by clicking on the posters.	Start: Friday March 18 th Test duration: 30 minutes	N/a
6	When clicking one option for dialogue trigger, will a different dialogue from another Character be shown?	A draft script for button, and gui popping up if button is clicked. Test by clicking button.	The response of the characters will depends on the option that the user will choose for the dialogue trigger. Dialogue, the other characters will respond	Start: Friday March 18 th Test duration: 30 minutes	N/A
7	Will tutorial boxes pop up on screen after we select game	A draft script for button, and GUI popping up if button is clicked. Test by clicking button.	The tutorial box helps users go through the steps and actions they need to take in each scene.	Start: Friday March 18 th Test duration: 30 minutes	N/A
8	Will interacting with remote (gameobject) turn the TV on?	A draft script for button, and gui popping up if button is clicked. Test by clicking button.	By clicking on the on/off button on the remote, the user will be able to turn on the TV.	Start: Friday March 18 th Test duration: 30 minutes	N/A

Prototype II Analysis and Results:

For prototype II the team has figured out how to switch from scene to scene. This was done by creating a new scene and add in the scenes that were built previously. Then, the scripts that allowed the scenes to be transited was written, resulting in the scenes to be switched. The way the scenes are switched was temporarily done by left clicking on the mouse. However, this will be changed when the scenes are changed to VR settings.

Also, the team was able to finish designing the environment of all scenes (e.g the Living room, the bathroom and the Dorm room).



Figure 1: The Dorm room Scene

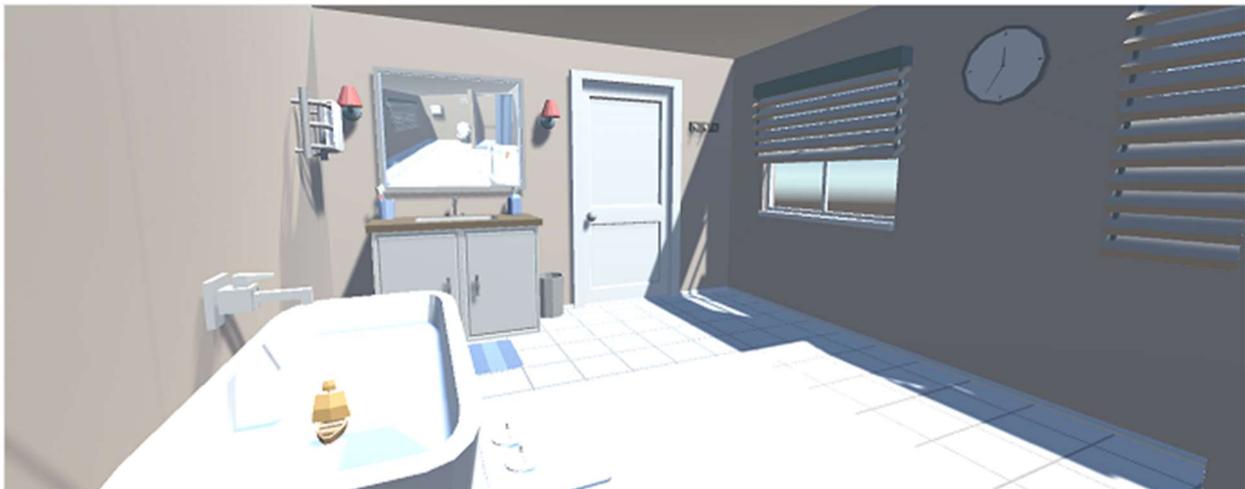


Figure 2: The Bathroom scene



Figure 3: The living room scene

As for the challenges of the prototype, we are feeling the pressure of the time crunch for this project. There is a risk that we will not be able to finish in time. However, if we as a team, work smarter rather than harder, we may be able to finish this on time. By “working smarter”, it means we work on it and divvy our tasks up in a parallel manner (to ensure that we are not depending on the completion of other people’s tasks). We are also behind schedule however, we will make it up by working an extra day in the following week.

Conclusion:

To conclude, the second prototype is to add more scenes and to add more interactivity. This is to ensure that when our user is using our experience, they are efficiently learning empathy.

The Wrike screen shot:

<https://www.wrike.com/frontend/ganttchart/index.html?snapshotId=5OW09VFJFEjBFCsdZS42uODpG8MDMIbs%7CIE2DSNZVHA2DELSTGIYA>