

GNG2101 Group
A4.4
Project Progress

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Create An Immersive Experience Tool



Client Needs

The experience is:

- Engaging
- Interactive
- Accurate
- Tells a story
- Relatable to users who experience such struggles
- Seeks empathy from the user towards experiences they do not face
- Focuses on issues one might face such as: race, gender, sexual orientation, religion, visible or invisible disability, etc

ID	Needs	Priority
1	The experience is free	1
2	The experience is interactive	5
3	The experience is engaging	5
4	The experience is accurate	5
5	The experience is user-friendly	4
6	The experience is accessible to all	3
7	The experience seeks empathy from users towards issues they do not face	5
8	The experience focuses issues one might face such as: race, gender, sexual orientation, religion, visible or invisible disability, etc	5
9	The experience tells a story	4
10	The experience fosters new perspective to the user	4
11	The experience relates to users who can relate to the experience	2

Benchmarking

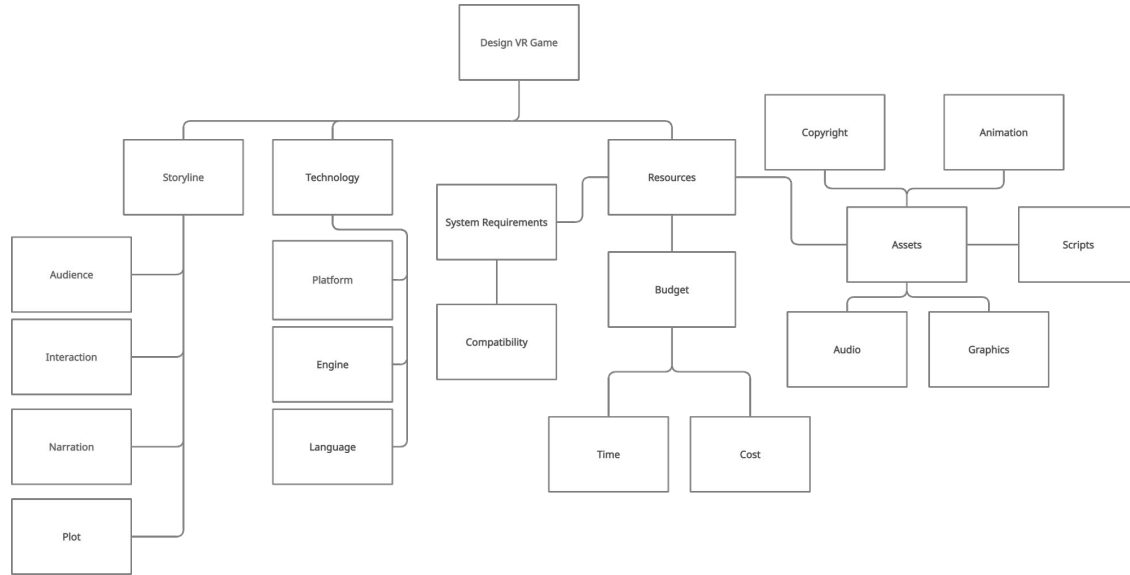
	1,000 Cut Journey	Becoming Homeless: A Human Experience
Description	<i>“Experiencing racism as a child through disciplinary action in the classroom, as an adolescent encountering the police, and as a young adult experiencing workplace discrimination.”</i>	<i>“Interact with your environment to attempt to save your home and to protect yourself and your belongings as you walk in another’s shoes and face the adversity of living with diminishing resources.”</i>
Frame rate	Hardware dependent	Hardware dependent
Loading time	Hardware dependent	Hardware dependent
Memory	16 GB	8 GB
File size	100 GB (must use SSD)	3 GB
Duration	12 min	7 min

Source: Stanford Virtual Reality Interaction Lab

Target Specifications

Metric #	Metric	Unit	Marginal value	Ideal value
1	Frame rate	FPS	>85	>90
2	Loading time	s	<10	<5
3	Memory	GB	<8	<4
4	File size	GB	<5	<4
5	Development cost	CA\$	<50	<40
6	Duration	min	4	5

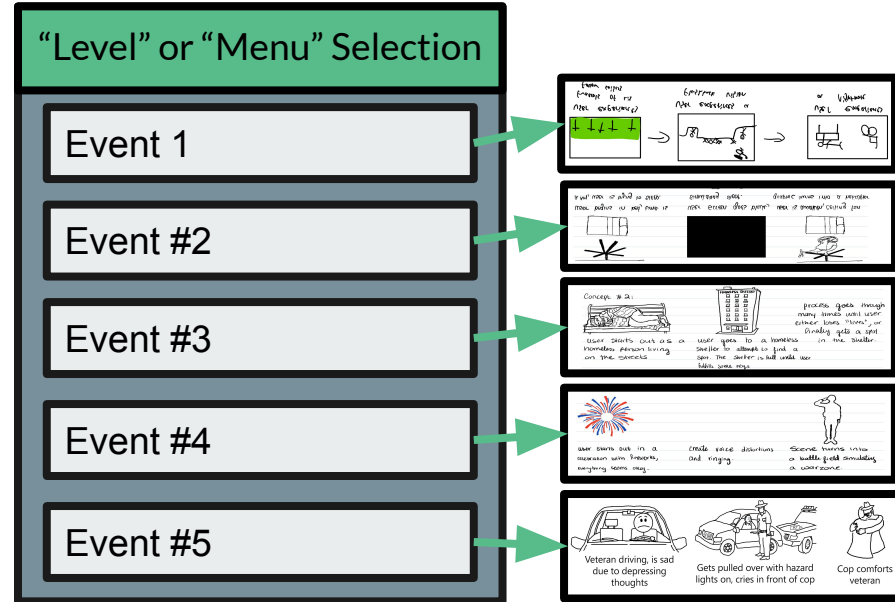
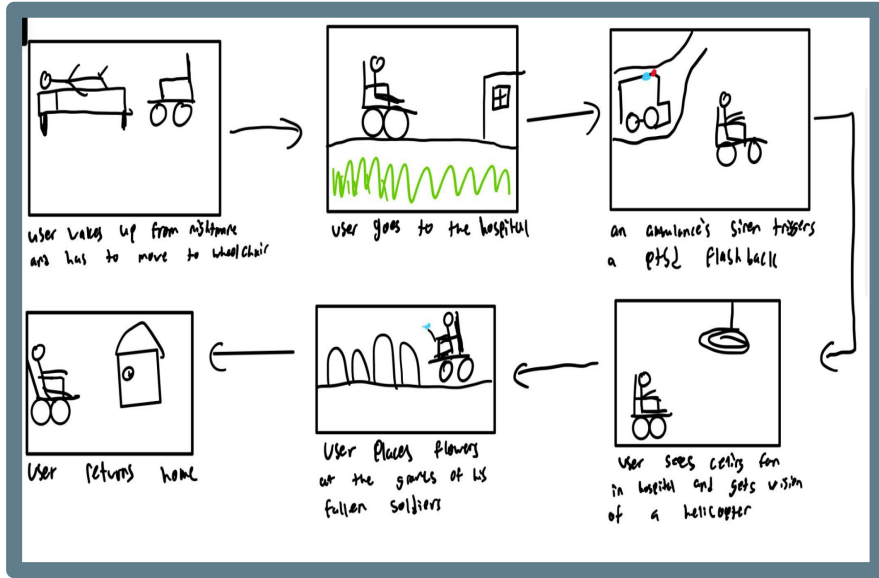
Concept Generation



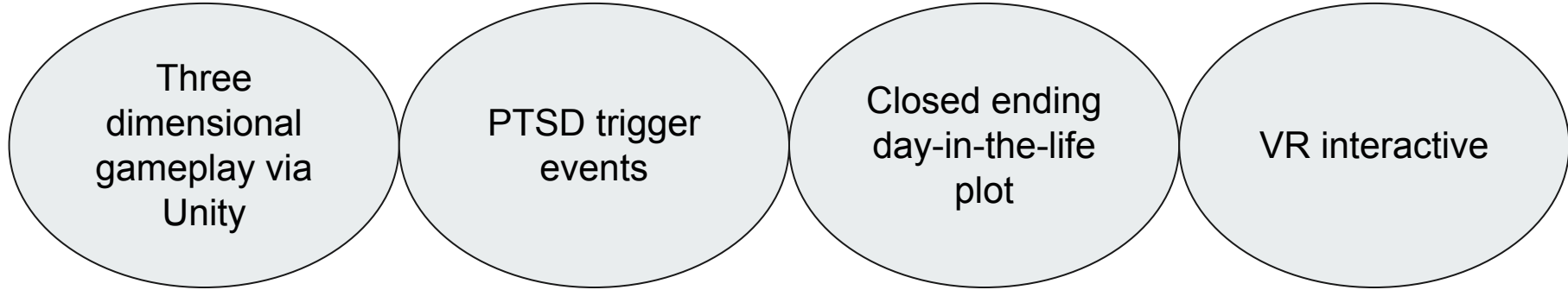
Day-in-the-Life





VS

Specific Events



Chosen Concept Aspects



Fulfill Customer Needs	Fulfill Client Needs	Meets Target Specifications	Fosters Empathy in Users
			

Summary of Client Feedback

Notes from our client:

- “Make sure your story is not trying to do too much at once, focus on one concept and go into detail about it”.
- “Ensure that the user does not feel pity for the veteran, rather make sure they get a feeling of empathy for them”.
- “I like the idea of having two perspectives to show both sides of the story”
- “Reach out to someone who has experienced this and make sure that the story is authentic”

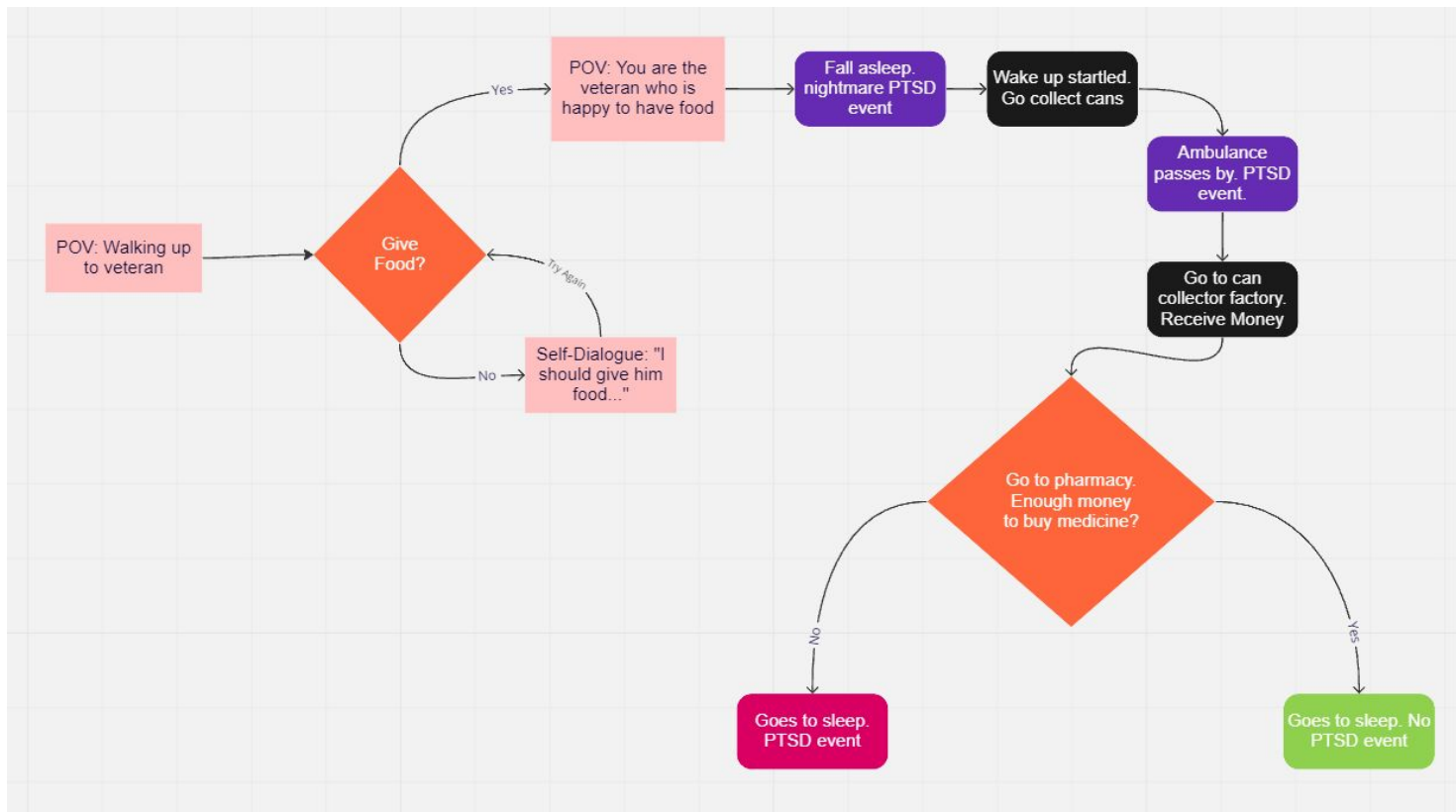
Lessons Learned:

- It is better to go into deep detail about one storyline rather than explore multiple on a surface level.
- It is vital to not create a feeling of pity for the user playing the game, it was still important to highlight the hardships that veterans face every day of their lives. To remedy this, I decided to fix up the storyline and make it so that it displays the resilience and strength of veterans, rather than the defeating side of the story.
- It is important to see the story from both perspectives to give an insight as to how the different people react in that situation.
- We might try to understand someone else’s experience, we will never truly know what they went through until we talk to someone who has been through/experienced it.

Prototype



Story



Gameplay

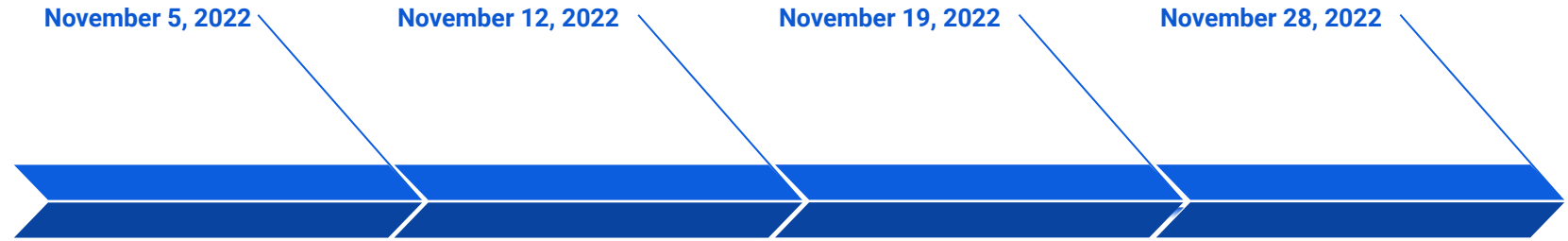


Prototype Testing

Target Specifications	Tested Value	Target Value
Development Cost	0\$	<50\$
Frames Per Second	120FPS	>=90FPS
Loading Time	7s	<=5s
VRAM Memory	660MB	<=4GB
RAM Memory	160MB	<=4GB
File Size	112MB	<=3GB
Duration	Unlimited	5 minutes
Storytelling/Empathy	~3 out of 5	~4 out of 5

Full Name	Story Telling	Empathy
Amer Ammari	3	3
Maxim Koprivica	3	2
Anonymous	2	2
Joyce Lu	4	3
Nick Yeong	3	3
Kayden Zeeman	3	2
Anonymous	4	4
Tracy Xie	2	2
Omar Abdul-Ghani	3	2
Adham Radwan	4	3
Jade Hall	2	2
Lana Al-Adra	1	1
Anonymous	3	2
Anonymous	3	3
Anonymous	4	4
Connie Wang	4	3
Sabrina Tochkob	2	1
Gabriel Piquette	5	4
Reem Ewais	2	2
Hayden Benjamin	5	5
	3.1	2.65

Project Plan



Phase 1

Implement First PTSD Event

- Interaction with bystander
- Nightmare event



Phase 2

Implement Second PTSD Event

- Game activities (i.e. Collect cans)
- Ambulance scene



Phase 3

Implement Can Selling Event

- Receive currency
- Interaction with manager



Phase 4

Implement Endgame

- Interaction with cashier
- Dinner then sleep



Client Meeting 3 Plan

1

Present Prototype 1

- Scenes from Storyline

2

Demonstrate what final product may look like

- Specifications
- Points of Interaction
- How it builds empathy

3

Gather and Implement Feedback

- Ask insightful questions
- Adjust and adapt to new requirements

Questions?

