

Project Deliverable G: Prototype II and Customer Feedback

GNG 1103 – Engineering Design

Faculty of Engineering – University of Ottawa

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Client Feedback: In client meeting three we outlined the changes we had made to our storyline as well as the advancements we have made in the Unity experience. We showed the clients the sketches to show a visual representation of what we have for our storyline. This included a small storyboard showing the full story, visuals of the map, the hidden mechanic, the scouting drones, the apartment, and the child. We also presented the next steps for our storyline and what we had on Unity so far. We showed the clients what our Unity scene currently looks like along with some ideas for what we have in store. The client stated that our storyline was too long and complicated. They said it would be too long for the user to follow. In light of this feedback, our group decided to change our storyline and reduce the longevity and complexity of our story. We believe that our character must have a mission. This is because they are a soldier and we are attempting to appeal to the patriotic side of users. This mission will now involve saving the child and a reduced sequence of activities. The rest of our appeal still includes showing that autonomous weapons cannot see through the fog of war.

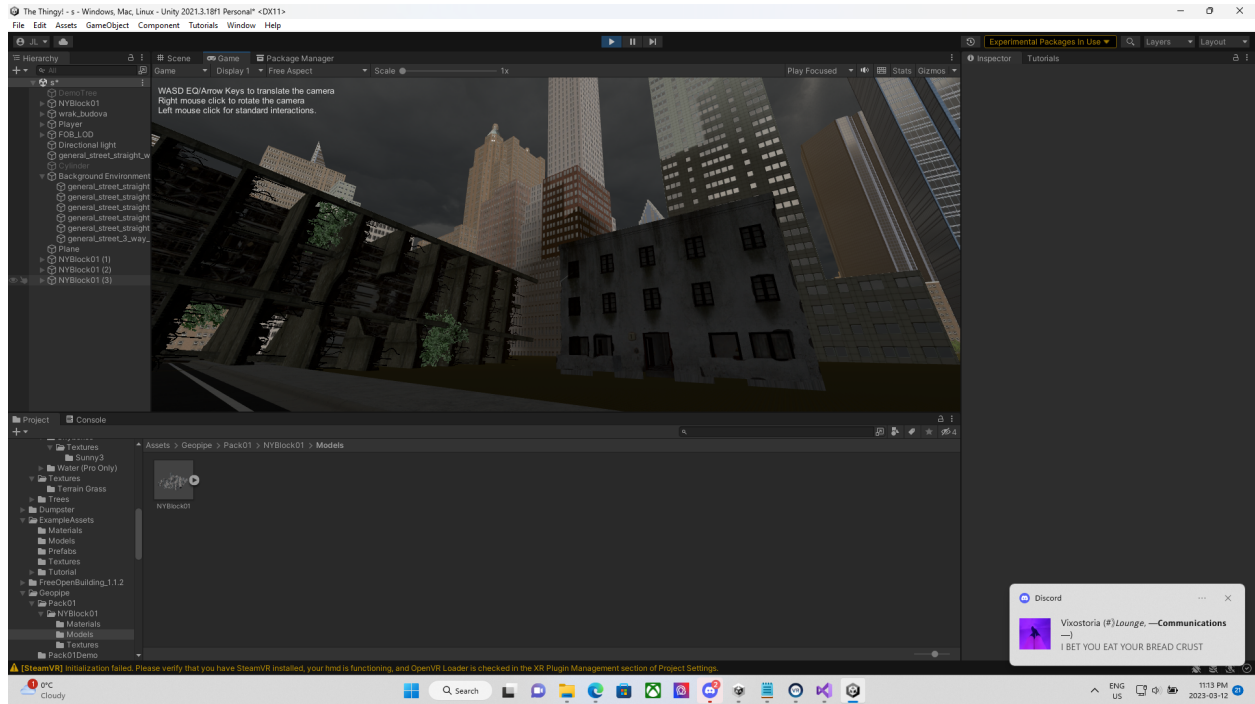
Current Second Prototype Asset Plans:

- Drone asset
- Apartment asset
- Slum Area asset
- VR User pose asset
- Script for flying
- Hands and arms asset pack
- War noises asset
- Explosion asset
- VR Interaction Framework

This puts us at around \$260.

Prototype II:

Prototype II outlines a new plan for the storyline along with new assets coming into play. As for our Unity project, we will be adding more scripts and increasing the amount we have on it. These changes will effectively get us closer to our final product.



Prototype Testing Plan:

| # | Type | Objective | Fidelity | Feedback | Objective | Result |
|---|--------------------------|---|----------|---|--|--|
| 1 | Testing of unity assets. | Performance of the experience | Very Low | No client involved | Making sure the assets work well together and obtain a general idea of the scene | Discovered that certain things do not work well together and some money needs to be spent on different assets. |
| 2 | Testing of one scene. | Performance and testing out of the first scene. | Low | No client feedback. An uninvolved person will try the experience and give feedback. | Making sure the experience runs smoothly and stays true to the the objective of the project. Also making sure the assets fit well. | - |

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|---|--------------------------|--|------|--|---|---|
| 3 | Testing full experience. | Performance and fluidity of full experience. | High | No client feedback. Group members will try the experience and see if their vision is implemented | Making sure there are no errors in the experience or any last-minute changes. The ethical concerns are clearly shown. | - |
|---|--------------------------|--|------|--|---|---|

Verifying Feasibility:

The group will decide if the prototype stays true to the main goal and if it fits the vision. Another way to verify the feasibility and obtain feedback is through client meetings. The client will look at the progress we've made and give us vital information on the direction we need to move it. Another way of obtaining feedback for our prototypes is through random user sampling. We will use people in our life with no connection to this project (Ex. Family and friends) and show the ideas and work we have done. They will then give us their objective feedback.

Reduce Risk:

To reduce risk we will bump up the amount of work on the project. Due to midterms and the workload in other classes getting bigger our time work on the project has been lower. Once these other objectives are finished our project will become more of a priority.

Stopping Criteria:

Our stopping criteria is that our project fits our vision and any user is able to understand the ethical concerns of autonomous weapons. Our project must also run smoothly on the VR system and transition well from scene to scene. Another factor is how the voices are conveyed in the experience. This must fit well. Lastly, the assets must fit well together and tell a convincing and probable story that fits our narrative. With these criteria, we will be able to tell once our product is complete.

How this prototype continues to develop the solution:

This prototype continues to develop the solution by including new assets and a more complete first scene. The subsystem we are showing includes the alleyway and the first area.