

Scared City

Group 12





Priorities

Simple and unrecognizable
city

Purpose of VR world is clear
to decision makers

Show the ethical concern of
autonomous weapons

Storyline

- At points in the night the autonomous weapons go to recharge to be able to keep scanning the city and destroying targets and any movement they see.
- A siren goes off to notify the town that it is now safe to leave their protected homes.
- After the sirens go off you now leave your home to try and get items to survive and see what damages were done to the city.



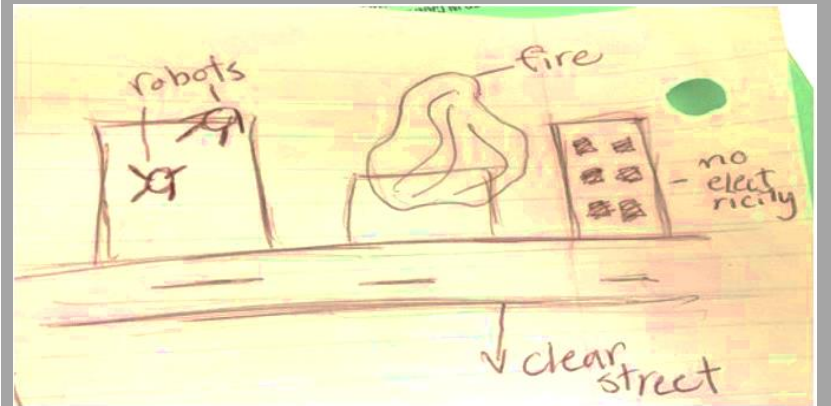
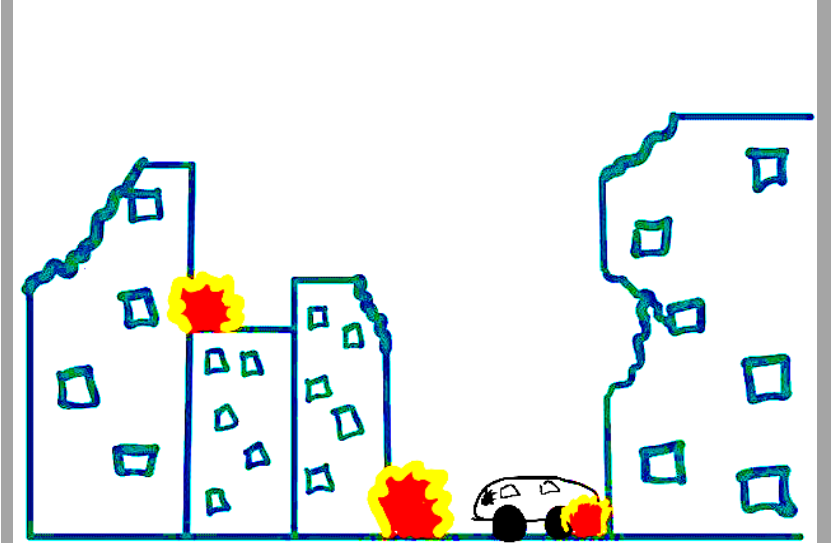
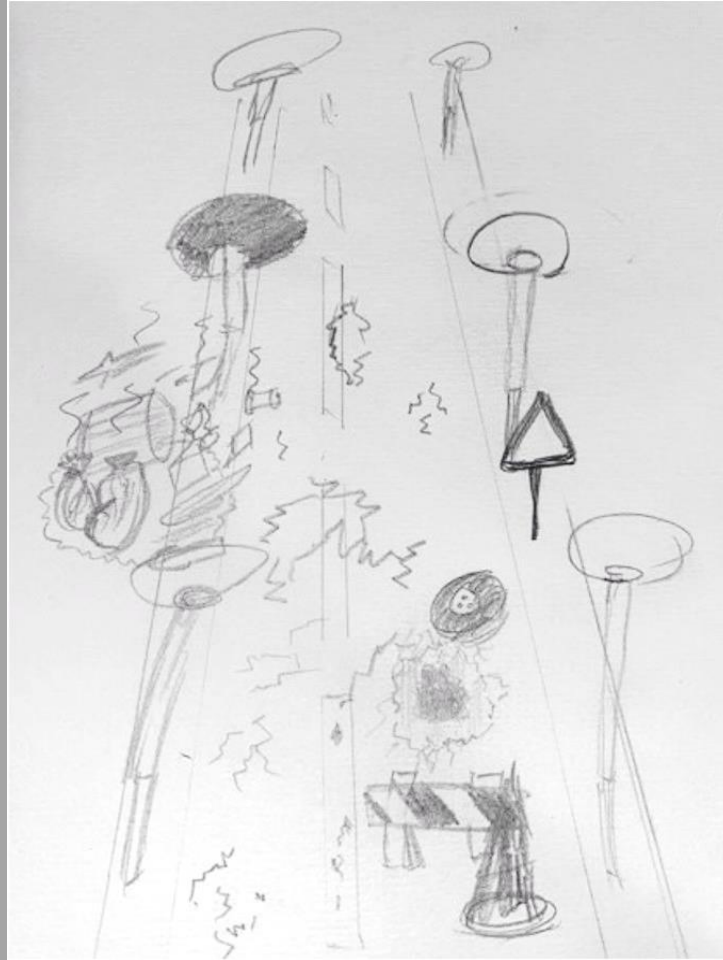


Scene

Trash is shown to show the chaos done to the city.
Night sky and eerie music to evoke fear in the player.

Original Ideas

- Fires
- Broken roads
- Player wears suit
- Tents



Decision Made/Final Concept



Impact of Autonomous Weapons

- Dirty streets with trash
- Cars crashed and upside down
- Chaos around city all day



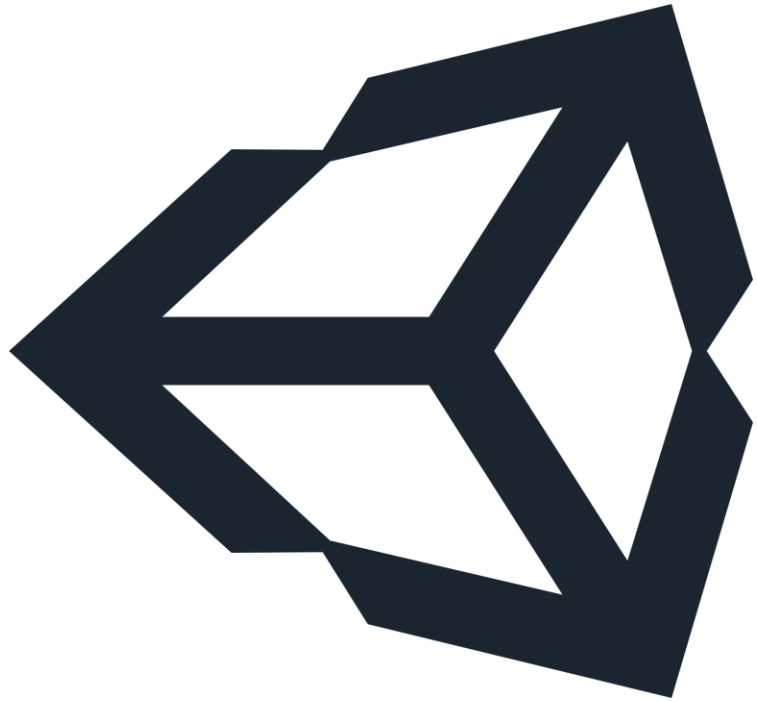
Adaptation

Metal Sheets covering building windows

Sandbags surrounding buildings

People only walk outside at night

Biggest Challenge:



unity

Trials





Lessons Learned

- Practice
- Use your resources (ask for help)
- Experiment