

Deliverable H

Prototypes

Test

#	Type	Objective	Fidelity	Feedback	Objective	Result	Time
1	Focused Physical	Insert dialogue into the presentation	High	No client/user involved	Conclude which method works best with audio insertion	Using a prototype unity file an audio file was successfully inserted into VR	2 Hours
2	Focused Physical	User interaction with the environment	Medium	No client/user involved	Determine how to allow users to pick items up in the VR unity simulation	User able to pick items up	1.5 Hours
3	Physical Comprehensive	Determine script effectiveness	Medium	The script doesn't touch entirely on the recommended topics	Get external input on the prototype/rough script to determine if it is the direction the team should move forward in	The script is being written with the correct themes but deviates from some topics unnecessarily	0.5 Hours
4	Physical Comprehensive	Testing ideas for scene 3	Medium	No client/user involved	Generate ideas and determine the best layout for scene 3	It was decided by the team after looking at different prototypes that the most effective would be to have scene 3 in a factory	3 Hours

What why and when of prototype III

The purpose of prototype 3 is primarily to figure out the logistics of giving the user the best experience once they are immersed in VR. This includes the audio sounding good as well as the script being polished and easy to follow. Prototype 3 also has the added benefit of ensuring the testing and results obtained from prototype 2 and prototype 1 are sound and still hold up under a different environment with more stress and things going on around it. This prototype is intended to be the final prototype before the full version is released and it is perfect for allowing us to make sure our final project will be polished.

Script

Script

Enter on street in front of office buildings

E: Well this is the place. I hope I'm not late. (outside the building)

E: I think it was on the 3rd floor, I should get going.

Now on third floor

2: You must be Ben

E: Yes, and you are Dr. Smith correct?

2: Yes, but please call me Harvey. So what has been going on recently?

E: I have been waking up in the middle of the night due to nightmares. I've also been having flashbacks to a traumatic event from my childhood.

2: You're struggling with PTSD. Would you feel comfortable telling me what you remember happening

Users screen fades black and re emerges onto suburban neighbourhood

E: It was one of the first days the government had begun implementing AI robots for public security as well as warfare. I had left for the grocery store and on my drive back I saw a cloud of black smoke rising from the area around my house. I rushed home to see my neighbourhood destroyed and my family stuck inside our burning house. Cars were turned and houses were destroyed. Patrolling the streets and firing at fleeing civilians was a government robot meant to keep us safe.

Transports back to therapists office

2: I'm sorry for your loss, that sounds terrible. Did you ever receive closure on why the robot did what it did?

Transport to factory

E: It was a factory error. The programmers knew the robot's AI could potentially malfunction, but because the company had a quota to fill the error was deemed insignificant, and the robot was still sold to the government. That is the simple reason so many people I loved died.

Audio insertion



Elshads prototpye 3 vid.mp4

(Since this is going to be a pdf I will also attach the mp4 video with the submission of this document)

Client / User Feedback

- 1) The dialogue occasionally deviates from the point you should be trying to make. Try to focus the script more while still giving the characters some history.
- 2) Scene 3 being in a factory will be a good setting for potentially displaying a malfunctioning robot or some other idea.
- 3) The audio sounds good but it comes on a little randomly. Try putting cues for when people will speak.
- 4) It's cool how I can pick objects up in VR.
- 5) The audio must come on at certain times in the experience for this script to work properly. Otherwise good.