Project Deliverable H: Prototype III and Customer Feedback

Introduction

This deliverable focuses on the changes we have made to Prototype II and additions we have made in completion of prototype III. We also discuss client feedback received from Client Meeting 3 as well as user feedback from users thus far.

Prototype:

Why Prototype:

Prototyping is a crucial step in the design process as it allows us to test and validate our design choices before investing significant time and resources into development. By creating a prototype, we can quickly and efficiently identify any issues or areas of improvement, ultimately leading to a more effective and user-friendly final product.

What Prototype:

Our prototype will be a digital mockup of our game's user interface, which will include a basic representation of the game's environment, visuals, and overall user experience. The prototype will not be functional. Additionally, the prototype includes the custom signs that were chosen as our educational subsystem.

When Prototype:

The prototype will be developed during the early stages of the design process after the initial research and ideation phases have been completed. It will be used to validate the design direction and gather feedback from potential users and team members. The prototype will be refined and iterated based on feedback, leading to a more potent and well-informed design.

Documented prototyping test plan:

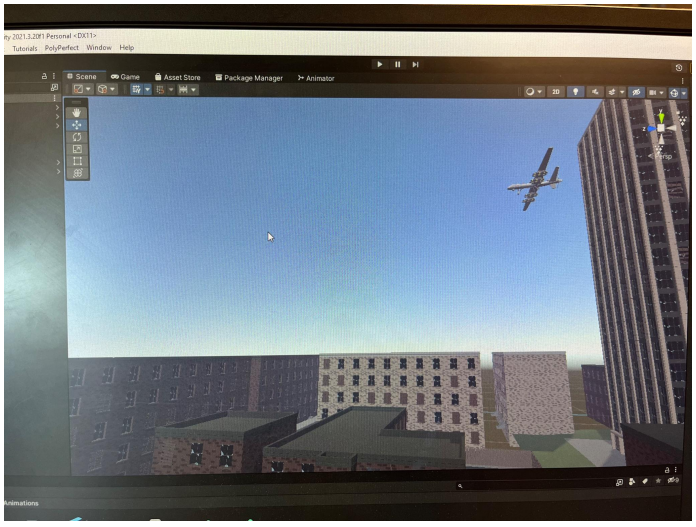
Prototyping Test Plan	Analysis	Results
Visual Aspect	- realistic and immersive environment of the destroyed city setting	The results are sufficient, as the visuals look more appealing, engaging, and realistic for the user
Story and dialogue	- Characters sharing their stories with the user to make the experience realistic and make the user engaged	The VR dialogue is ready and is being translated into the game for the french version of the game
AI voice-over	- Translate the dialogue into an AI program to narrate the dialogues between the characters	Sufficient voice actors that match the theme of the story are being researched and will

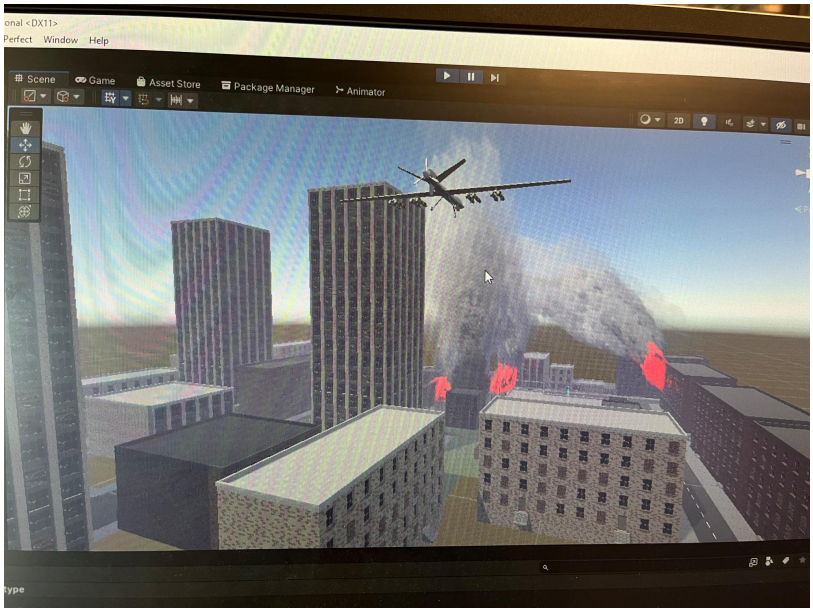
		be implemented, making the game more realistic and engaging
Resolution	- high level of detail and clarity in the environment, which helped to enhance the immersive experience.	The results are sufficient, as the resolution is great and is good enough for the final version of the game
City Details and Educational Posters	- have a high level of detail in the destroyed city setting - Flawlessly incorporated educational posters	The results are sufficient, which can be reflected in the amount of details and posters throughout the city. More details were added after the second prototype such as broken cars, fire throughout the city, and warning posters.

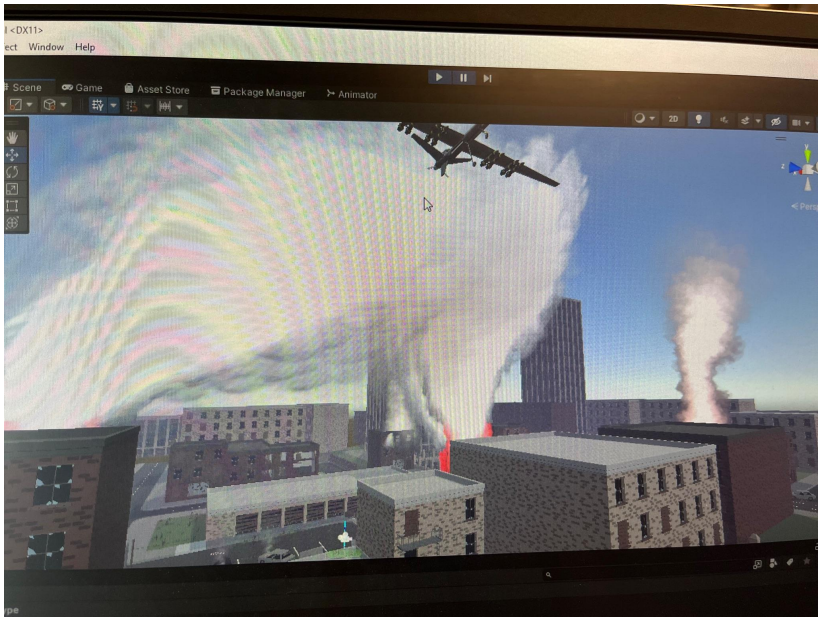
Prototype

Explanation of the results:
The improvements made to the prototype of the VR game have resulted in a final version that closely resembles the tested and refined basics of characters, resolution, city design, movement, and story. The prototype served as a platform for testing and enhancing these key elements, which have now been successfully incorporated into the final prototype, giving an accurate preview of the game's overall appearance. Some minor changes like character looks and engagement mechanics might be improved upon for the final version of the game.

Images of the third prototype:







VR Dialogue:
View pdf file attached.

<u>User Feedback on the prototype:</u>

1. "I played this game and it really opened my eyes to the dangers of autonomous weapons. It's crazy to think that this technology could be used in real-life conflict situations."
2. "The VR experience was so immersive and intense. It really made me think about the ethical implications of using autonomous weapons in warfare."
3. "Playing this game was a powerful reminder that we need to be careful with how we use technology. We need to think about the long-term consequences of our actions."

4. "I found myself really invested in the storyline and characters. It was a great way to learn about a complex issue in a fun and engaging way."

Ways that the feedback will reflect on the project:
The feedback demonstrates that the VR game has successfully presented the dangers of autonomous weapons, and has given the user the opportunity to educate themselves about the topic.

Updated Targeted Specifications:
With our current ongoing project feedback, our targeted specifications are mainly targeted towards structuralizing and adding to the current prototype. Our ethical concerns currently did not exist in the presentation we gave, for future prototypes, we have to consider ethical concerns in order to make the virtual reality experience suitable and more impactful. In order to do that we will be thinking about:

- Lack of accountability for autonomous weapons.
- Due to robots being programmed, there could be malfunctions that lead to risk to civilians.
- Unfair and unethical decisions. Examples could be for having these in war or even to protect society, it would obviously be too harmful to a certain extent.

In order to have these in the prototype, we would incorporate meaningful messages that conveys the watcher to be affected by these.

Updated Bill of Materials

Bill of Materials				
Item #	Item description	Quantity	Unit Price ($)	Extended Price ($)
1	Post apocalyptic city pack	1	$8.99	$8.99
2	Drone 3D model	1	$5.00	$5.00
3	City ruins asset set	1	$20.00	$20.00
4	Humanoid robot assets	1	$15.00	$15.00
5	People asset set	1	$49.00	$49.00
6	Fire and smoke	1	$15.00	$15.00
7	Explosion sounds	1	$15.00	$15.00
8	Vintage hospital props	1	$13.00	$13.00

Total before tax ($)	$140.99
Total after tax (13%)	$159.32

Prototyping Test Plan:

Prototypes				
#	Type	Objective	Fidelity	Stopping Criteria
1	Focused results and feedback.	Communicating and getting feedback for ideas.	High. This is to ensure that everything is met to the liking and usability of the client.	Eventually when feedback given is all positive and nothing is missing.
2	Focused ethicality.	Verifying feasibility.	Medium, although having a feasible project is good for criteria, there always could be a presentation that takes more time and has a lesser rate of success.	When all critical aspects of the prototype are met.
3	Focused commercial.	Reducing risk and uncertainty.	Low, most limits for risks and uncertainty are quite low, paying attention to certain things such as compatibility is important, but not necessary to monitor all the time.	When all parts are compatible, and all sufficient information is being learned.
4	Focused Emotional	Verifying if the main point gets through to users.	High, this is to guarantee the success of what the main focus of the product does. Without it, the product would be lacking and faulty.	When “stop autonomous weapons” gets really clear in virtual reality.
5	Focused limits.	Ensuring that everything has followed constraints.	High constraints are very important to follow in order to ensure that nothing is too much for the customer. Examples of this would be not too much gore.	Having a list and then evaluating to make sure that constraints are followed.

Updated task plan: