

In our first client meeting, we have been introduced to the topic of autonomous weapons and their danger to humans. Our goal is to emphasize the client's needs and build a well-structured design criterion. Also in this document, our problem statement and product comparison are built.

	Design Specification	Relation (>,<=)	Value	Priorty	Verification method	Why it is important
	Functional Requirements					
1	Demonstrate anti-autonomous weapons values and ideas	=	yes	5	External sourcing from experts in the field	The experience will showcase the possible ethical issues that come with autonomous weapons
2	Show potential danger and harm autonomous weapons are capable of	=	Yes	5	External sourcing from experts in the field	The experience will demonstrate the dangers of autonomous weapons
3	Digestible by a Canadian audience	=	Yes	4	Test	The experience will pander to a Canadian audience
	Constraints					
1	The Video/Presentation should not be too scary	=	Yes	2	Test	People will look forward to the experience instead of fearing it
2	2-5 Minute presentation video	=	Yes	4	Done in design Test	The user will only have to be engaged with the experience for a short time
3	Can not call out companies or countries specifically	=	Yes	5	Done in design	The experience will refrain from using country and company names
4	Situation in which the viewer feels like it's real life	=	Yes	4	Test	The experience will ensure the user feels they are truly in said situation
5	Not too much physical movement required	=	Yes	3	Done in design Test	Users can remain seated while in the experience

	Non-Functional Requirements					
1	Connect with a global audience	=	Yes	2	Test	The experience will connect with users from around the world
2	Strike an emotional chord with the users	=	Yes	4	Test	The users will connect emotionally with the cause the experience is showing
3	Show that technology always breaks	=	Yes	5	Test	The experience will show autonomous weapons are not to be trusted
4	The viewer should not die	=	Yes	3	Test	The user will not die while using the experience

In all the commercial-like presentations the group studied, the one thing they had in common was that they did something to connect with the viewer on an emotional level. The group looked at many scare ads used against nicotine products and gathered that they didn't overtly use gore for a quick shock. Instead, they made the user feel unnerved and triggered emotions more uncommon than surprise. This is what our group will aim to do as well. User perception is difficult to gauge under the circumstances in which a negative reaction could be perceived as positive, but the group assumes a strong release of emotion from the user is generally a good thing and the end goal of this project.

In conclusion, the main subject of the project is to spread the message of the danger of autonomous weapons and to fulfill our client's needs in a well-structured and respected Virtual reality project.

Problem Statement

Design a virtual reality experience for Mine Action Canada, that speaks to people around the world including politicians and UN officials, about the dangers of autonomous weapons on humans, and seeks to stop developing and spreading these types of weapons.