Deliverable F – Prototype 1

Client Feedback

The client specified that we should not depict robots being used for good as it would give those for ai robots an argument against the cause we're trying to push. This critical feedback caused us to change the storyline of our presentation, as our original conflict involved the robots being used for good and then being lost to an opposing organization. The robots should instead malfunction and that could be the beginning of the conflict.

Another piece of feedback we received was that the client liked the idea of our team incorporating the mental health aspect of ai robots. Many of the arguments against killer robots don't involve things such as that too much, so it is a path we should continue to pursue.

A simple analysis of critical components or systems

Unity is a critical component of this project as it is what we're using to create the simulation and it is the engine we're using to run it. This is crucial to the project as otherwise; everything would have to be coded from scratch and drastically increase the difficulty of the project.

Microsoft visual studio is a critical component as it is where the team will code scripts that are being applied to our simulation. This will allow the robots and the world to move and will control where the user's field of vision can go.

The assets within unity are important systems to the project as they allow us to fill the world with things such as cars and buildings. The world would be bland without the unity assets.

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Prototype testing plan

	Prototypes				Tests		
#	Type	Objective	Fidelity	Feedback	Objective	Result	Time
1	Focused Analytical	Visual determination of explosion	medium	No client/user involved	Conclude which explosions to use in the simulation	A unity asset was chosen to be the explosions used in the simulation	1 Hour (05-03-23)
2	Focused Physical	User interaction with the environment	Medium	No client/user involved	Whether or not the user will be able to sit in a chair	User unable to sit in the chair	2 Minutes (05-03-23)
3	Physical Comprehensive	Prototyping scene 1	Low	No client/user involved	Determine whether scene 1 looks proper and follows the ideas of the team	Assets used unnecessarily slow down the simulation	2 Hours (05-03-23)
4	Focused Physical	Movement of robots	Low	No client/user involved	Whether robots can move	The tests proved unsuccessful, and the robots could not move	1 Hour (05-03-23)
5	Physical Comprehensive	Prototyping scene 2	Low	No client/user involved	Determine whether scene 1 looks proper and follows the ideas of the team	Without variation, the scene looks bland. More originality in the environment is necessary	1 ½ Hours (05-03-23)

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Prototype 1:

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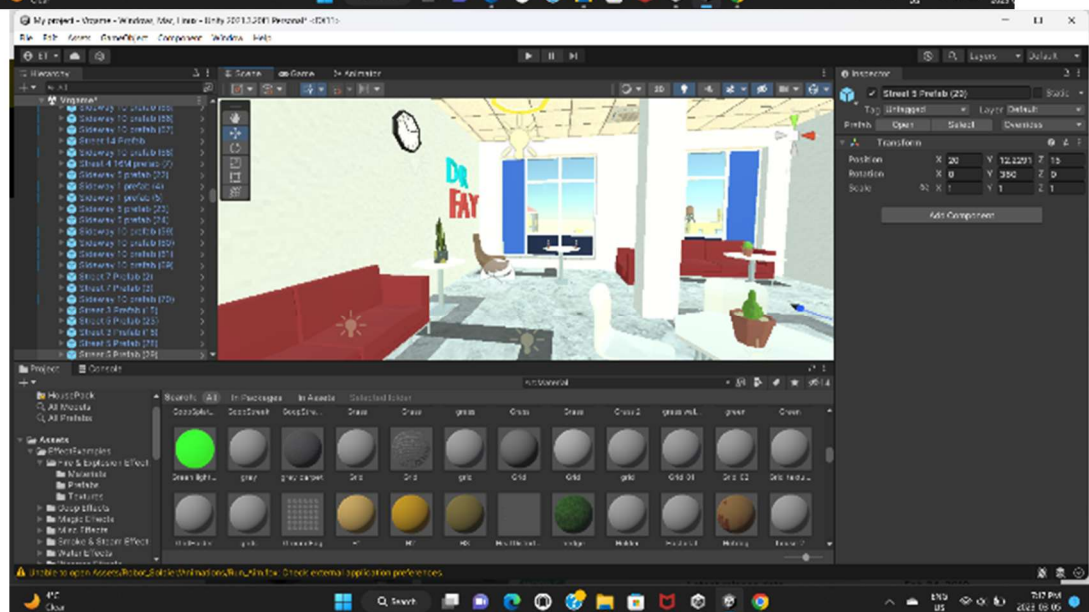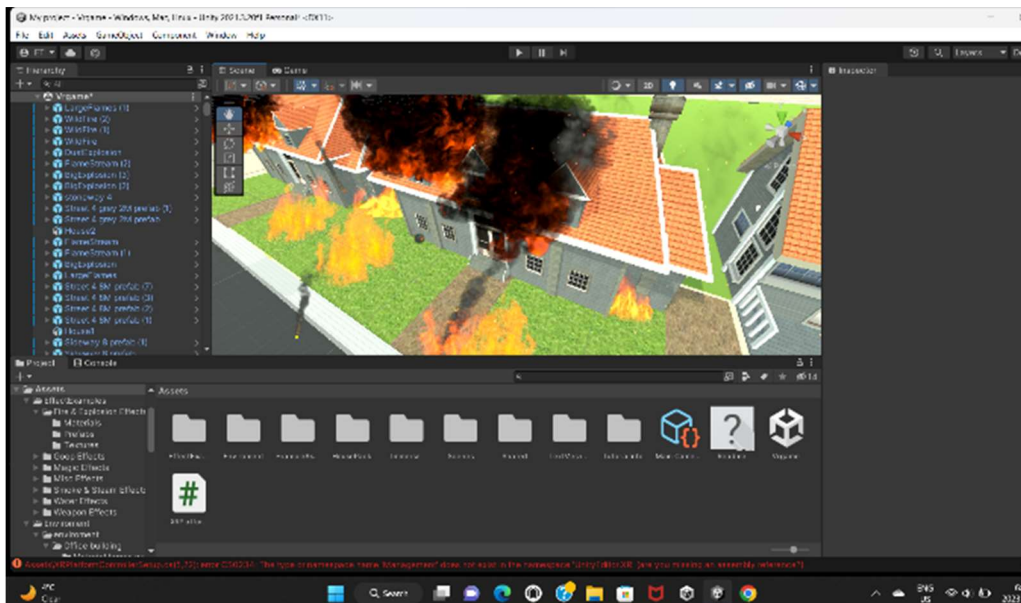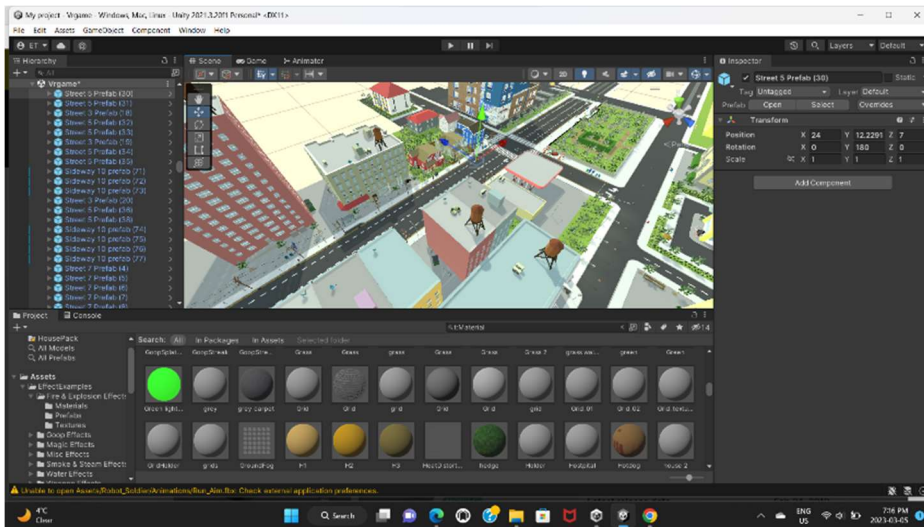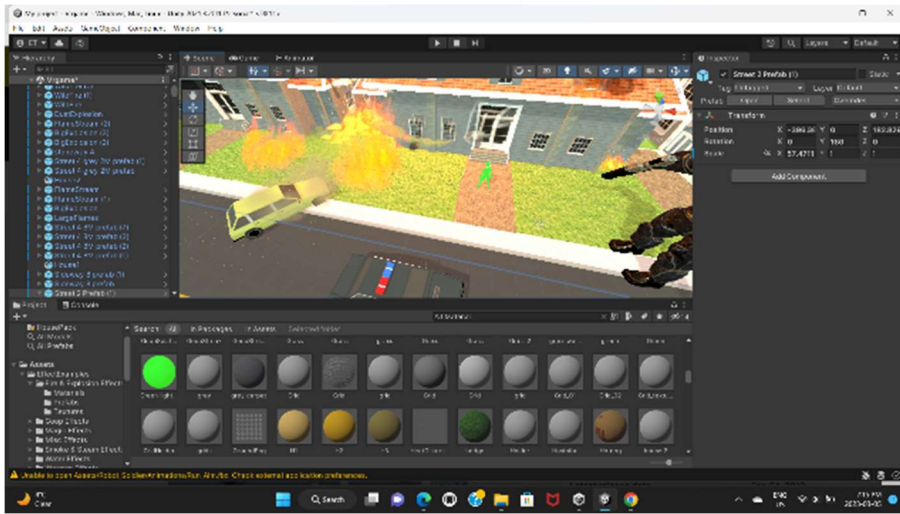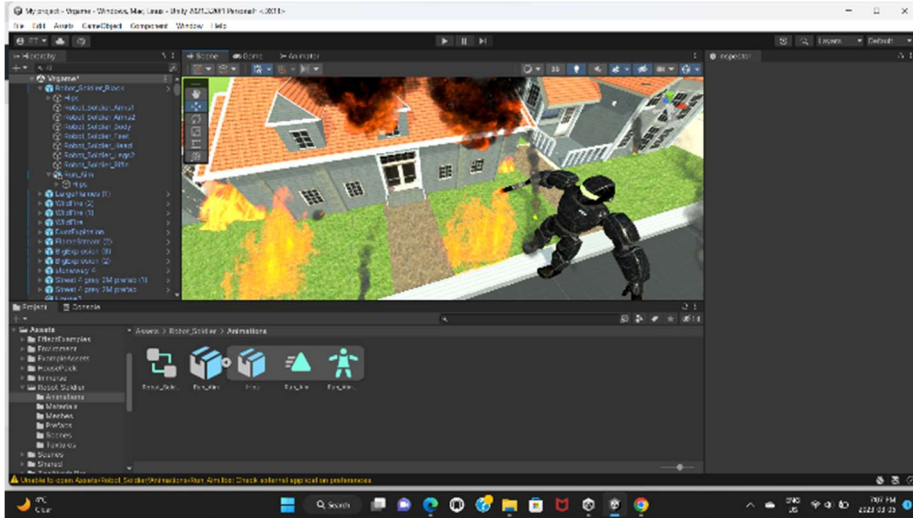
Comments from potential users and client

1) The setting doesn't look very realistic. Hard to imagine being immersed in the environment.
2) The therapist's office and flashback idea is interesting
3) This does a good job of making sure robots aren't depicted as being used for good.
4) The city looks big but I'm not sure how you're going to have someone explore everything in just 3 minutes.

Prototype testing plan for #2

#	Type	Objective	Fidelity	Feedback	Objective	Stopping Criteria	Result	Time
1	Focused Analytical	Asset implementation and autonomous weapon portrayal	Low	Client feedback is not involved	All assets are effectively	Assets are incorporated into the city and robots are shown	Not conducted yet	Not conducted yet
2	Focused Analytical	Movement implementation	Medium	Client feedback is not involved	VR accepts inputs user	User's real-life movements are reflected in VR	Not conducted yet	Not conducted yet
3	Focused Analytical	Dialogue and audio implementation	High	Client feedback is not involved	VR experience emits sound	User can hear sound from VR or a headset	Not conducted yet	Not conducted yet

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