GNG 1103

# Deliverable G: Prototype II and Customer Feedback

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## Prototype I:

Our prototype I only tested the basic structure of the menu selection for the VR simulation. The menu selection had all the basic options of selecting a video, pausing/resuming the video and going back button. However, it did not have an option to select the language or any instructions regarding the treatment. Since we did not have the opportunity to receive feedback from the client after prototype I, we decided that we will enhance the VR simulation as per our understanding of the project. Prototype I was successful in showing us how the coding and scripts will work for creating the menu and what is required for making the videos with 360° view. Prototype I was used as a base to create prototype II by modifying and adding more options to the menu.

## Prototype II:

### Why are we doing this test?

This test to be completed is to display the working menu selection and its design to the client. The reason for this test is to understand if the client is satisfied with our menu selection and the video quality. There are now two versions of the menu, which are categorized as: "Youth" or "Adult". This test will confirm if we are creating the VR system that meets the client's needs.

### Test Objectives Description:

### What are the Specific test objectives?

For this test, the group's objectives are to complete the entire menu selection, video sequences and controls to further analyze and enhance the VR system. The menu selection now has the language option. We would like to get feedback regarding when the language selection should be done. We want the client's feedback on the instructions we have put forth regarding each treatment to enhance the user experience. There are two versions of the menu. The menu for youth is informal and has a modern theme that most youth like, which will help make the simulation less stressful and help the users feel comfortable. The adult version of the menu is formal and has basic theme with not too much distraction that will keep the focus on the simulation.

### What is being communicated with the prototype?

We are showing the client an idea of what the simulation will be like for users. This simulation will include the start menu, where the user will be able to access all videos (in 360° stereoscopic view). The menu has an option to select from different treatment procedures by clicking on the "Video Selection" Button. Upon selecting a video, there will be an option to do a tutorial, which outlines all the information regarding the treatment and the simulation the user will be undergoing. There is also an option to skip the tutorial if the user wishes to just head to the video. Once the tutorial is over or if the tutorial is skipped, the selected video will play on the screen. To terminate, or quit the simulation, the user will have a “Back” button on the top right of the screen. This back button will end the simulation, and display the video selection menu again for the user to choose another video to play, or click on the “Back” button to return to the main menu.

**How will the results be used to select concepts?**

Since we did not receive feedback for the first prototype, the feedback we receive for the second prototype will significantly help us to narrow down the concepts of the menu selection and instructions. The feedback will help the group to improve the user experience by modifying the aspects that the client deems important.

**What are the criteria for test success or failure and criteria for stopping the test?**

A test failure would result in a dysfunctional simulation, as a result, the client would not be able to provide any feedback without seeing the prototype. Criteria for a successful test is to receive feedback on our second prototype and have some time with the client to understand their questions or concerns regarding the prototype, as it would allow us to fix any issues that may arise to provide the best experience for the user. The criteria for stopping is that we receive feedback from the client that they are happy with our prototype and our next steps, and only has minor aspects that needs to be fixed or improved. Once, we fix those issues, we will stop the test and move on to the final prototype.

**What information is being measured?**

By testing the second prototype, our group wants to assure that all the requirements of the clients are being met in an appropriate way. We want to make sure that the prototype is properly functioning. The main thing we want to test through the prototype is the quality of the videos and see if the client is satisfied with it. If the client is not satisfied with the prototype, we would like to know the areas which we need to work on for the final prototype. Finally, the group will be measuring whether the device is realistic and as simple and stress-free as possible, as required by the client, to ensure that the patients are in a comfortable environment and could experience the simulation of the treatment to be as realistic as possible.

**What materials are required for the prototype and what is the cost?**

The only materials required for the prototype is a computer with Unity program downloaded on it. The Unity file was made on a computer. For the prototype, we are just showing our menu selection and videos that can be played on the VR. We will be using the Vive VR set to check how the prototype works. The VR set will be borrowed from the makerspace. We have also been using Unity Teams to work on the VR as a group; however, we have subscribed for a free trial of Unity Teams to make the project cost effective. Therefore, the cost of the prototype is zero as of now.

**What is the work required to create the prototype? (Construction, software, research)**
The platform used to build this prototype is Unity. This second prototype required us to create new scripts and coding in order to make two different versions of the menu, options for the menu selections, the videos. There was no construction required for the prototype since we will simply be uploading the built software onto the VR device. We will continue to build subtitles in both English and French language that pop up during the video for our final prototype.

**How long will the testing take? Dependencies?**
The testing will take only about 15-20 minutes depending on the length of the video selected. If the client wants to test the different options of the menu, including the tutorial and different versions (adult or youth), it will take around 20 minutes. The dependencies for the final prototype is that the client provides feedback to the group regarding this prototype, so we can move forward and work on our final prototype.