Deliverable H: Prototype III and Customer Feedback

Group B19

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Why are we doing this test?

Introduction:

In our Prototype I, we designed a basic version of our VR simulation which included a basic menu which had working functions of selecting a video, playing the chosen video, pausing/playing/stopping at will and returning to the main menu. Then, in our prototype II, we added more elements to the menu and the program itself. We enhanced the design by having two different types of display, one that has a theme and another which is regular. This part of the simulation is based on the age group. For our final prototype, we are looking to complete our prototype which will include as many of the client's requirements as possible althemore while having a fully functional simulation. In this deliverable, we will be discussing our prototyping test plan which includes our test objectives, what will be happening during the testing, how will the prototype test be done and when it will be happening.

Test Objectives Description:

What are the specific test objectives?

Our group will mainly be focusing on the operation and performance of our final model. We are testing the basic functionality of our final prototype to make sure everything is working properly. Without the basic functions we will not have a successful prototype. This includes the pointer, button functionality, user visibility, etc. We are also looking to make sure that both English and French menus are fully functional. Finally, we will be attempting to improve all the points given to us by the client during the feedback sessions.

What exactly is being learned or communicated with the prototype?

We will be showing the client the final product of our VR simulation for patients undergoing various types of treatments. This simulation will include a menu with different settings including language selection, a tutorial and video selection. Once the video begins to play, there will be pause/play/stop buttons as well as a button which will return the user to the main menu and the video will be displayed in a stereoscopic view. This final prototype will essentially show what our project is like.

What are the possible types of results?

The user is going to be able to control the menu, select their age range and have the option to view a tutorial, as well as choose the specific simulation based on their treatment. They will experience the simulation of the treatment in a virtual environment that is identical to the real one that will give them a sense of the actual experience.

How will these results be used to make decisions or to select concepts?

As this is the final prototype, there are no more decisions to be made or any additional concepts that need to be selected. This has been accomplished the creation of our first and second prototype. Nevertheless, if we do receive a final round of feedback from our clients, we can still make a few changes to our design or concepts to best suit the client's requirements and needs.

What are the criteria for test success or failure?

The main criteria which will make this test a success is the feedback given by the client as well as his liking towards the final version of our VR simulation. We are hoping that it incorporates all the aspects that the client has been looking for and has all the components required. However, if we were unable to meet the minimum of the client's needs, it will be considered as a failure.

What is going on and how is it being done?

Describe the prototype type.

The final prototype will be a user friendly, controlled simulation where the user has total control of what they are viewing. This will give them a sense of comfort as they are able to select the options best suited for them. Unlike typical hospital waiting rooms, our setting is based out in space. We believe this is unique as not all users like being in hospitals. For the younger demographic, we have chosen to use Marvel characters as virtual backgrounds as this may resemble their interests

Describe the testing process.

As we make modifications to the VR simulation, we are continually testing the prototype in the design commons lab with the VR station assembled. Essentially, trial and error through steps of modifications help us through the testing process.

What information is being measured?

By testing our final prototype, we would like to ensure that all the requirements of the client are met by making sure the prototype is functioning properly. Testing the video quality is important as it directly impacts the users' experience. Is the prototype realistic? Stress free? As required by the client, we want to ensure these protocols are met. The patient must feel as comfortable as possible while using the virtual reality.

What is being observed and how is it being recorded?

During this testing, we will be observing that all the requirements set out by the client is met. We want to make sure that the client is satisfied with the outcome of the VR simulation. We are also looking at the functionality of the program. If there is anything wrong with the design or functionality, we are still able to make a couple of changes to the program itself or the design to make it as good of a product as possible for both the client and the patients who will be using the program.

What materials are required and what is the approximate estimate value?

Our project only requires two main elements which are the VR headset as well as the Unite program on which the scripts for the project is stored. Since Unity is a free application and the VR headset is provided to us, there is no cost required to have made the final product.

What work needs to be done?

Since we are using a VR headset, it needs to be configured with the computer and be able to use the wireless controller to function properly in our menu ie, select buttons, play videos, etc. Therefore, we need to set it up and make sure that everything is in sync and ready to be used when needed.

When is it happening?

We will continuously test our final prototype until the last client meet (Design Day) during which we will be closely observing the functionality of the program. We will also continue to improve the scripts or the design when we see fit to make sure it is compliant to what the client and their patients are looking for.

How long will the test take and what are the dependencies?

The test generally does not take too long as we are essentially looking at the overview of the project. We each take a turn to test it out with the goal of having everyone's input in the outcome. The dependencies are any issues encountered during the testing such as incorrect configuration or technical difficulties, in addition to any feedback we receive from each other or the client himself

What are the results required?

The results required during the final testing would be proper functionality, so making sure that everything works well and that there are no issues for this matter, and that the design is well-made for the problem at hand. We are also looking to receive good feedback to ensure that everything is good and functioning at its best.