

# Project Deliverable G - Prototype II and Customer Feedback

GNG 1103 - Group A2

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# Introduction

As we are nearing the final iteration of the project, the second prototype and the client feedback is a crucial part of the project development but due to time constraints, this stage of the project was cut short. We have yet to receive the client feedback on our first prototype so we have not completed the second prototype that we planned to get done. We plan on finishing the prototype II within this week.

Acknowledging the impact of the time constraints, we are presenting the new developments since the last deliverable that showcases crucial elements of the building in the 3-model. We have also included some objectives that will be tested on the third prototype.

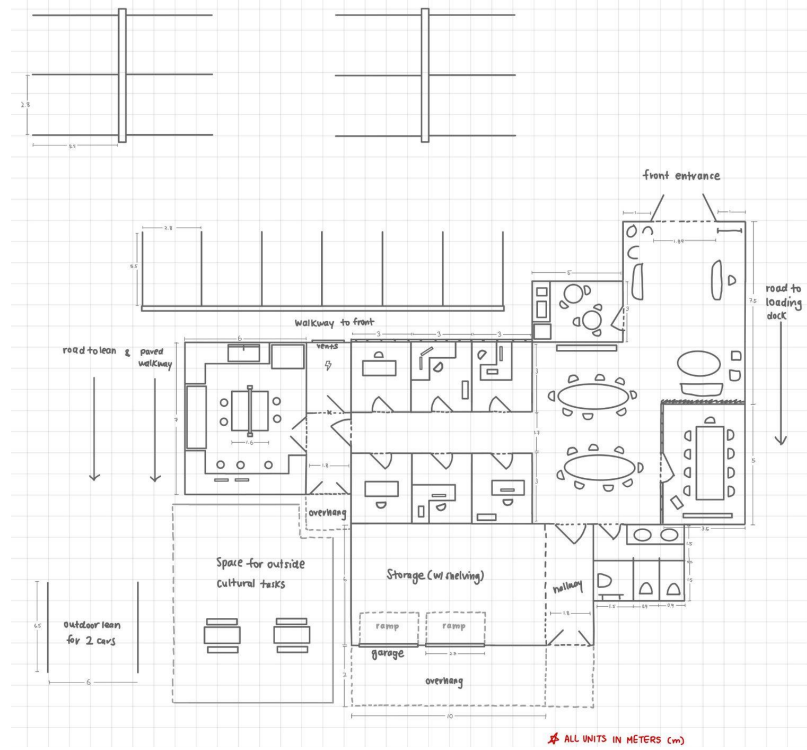
## Client Feedback and Implementation

As per instructions from professor Muslim Majeed, this section of the deliverable has been placed on hold until feedback is received from the third client meeting.

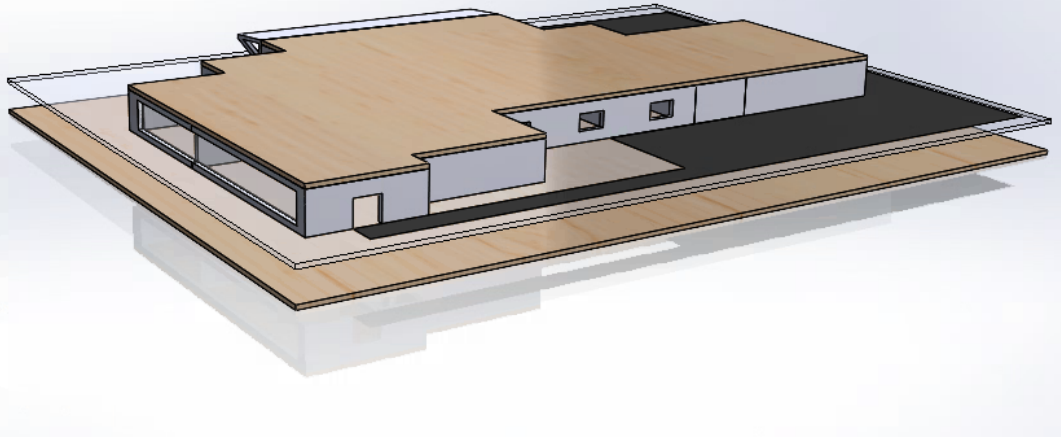
## Prototype II Development

The team continued to iterate on the previous model conceived during the creation of prototype I. The primary objective of this iteration was to complete the addition of features that had been previously neglected due to time constraints. In this prototype, we were able to add the roof and the glass within the window frames of the building to get a more complete look of the building. Stairs were also added on the side of the building to give the client the option to have access to the roof. The addition of an overhang for the vehicles parked near the building was much needed as well, as it was a noticeable missing part in our first prototype. With the completion of the final iteration of the virtual prototype, the team will be moving on to the creation of a physical model within the coming days.

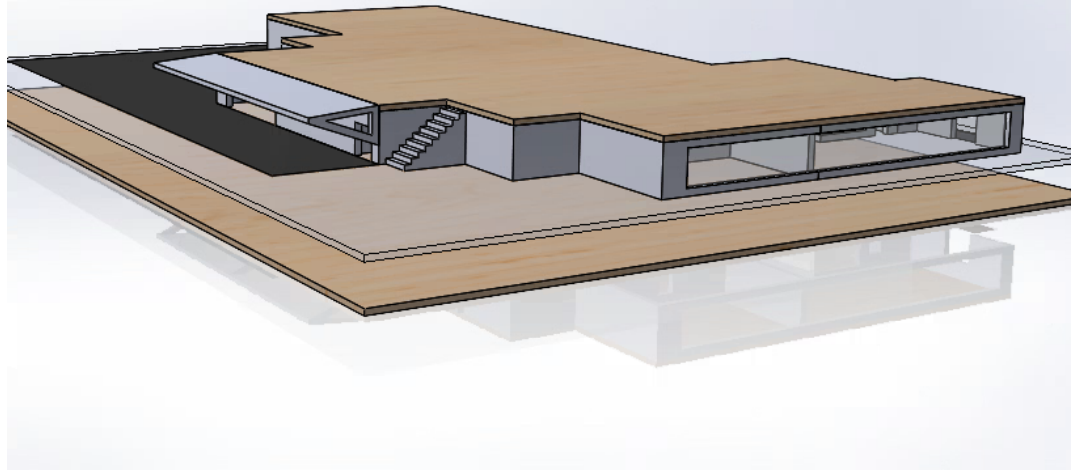
**Detailed Design**



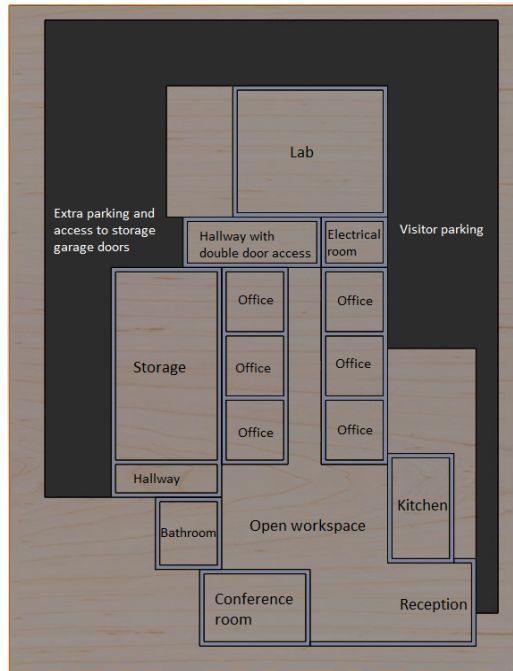
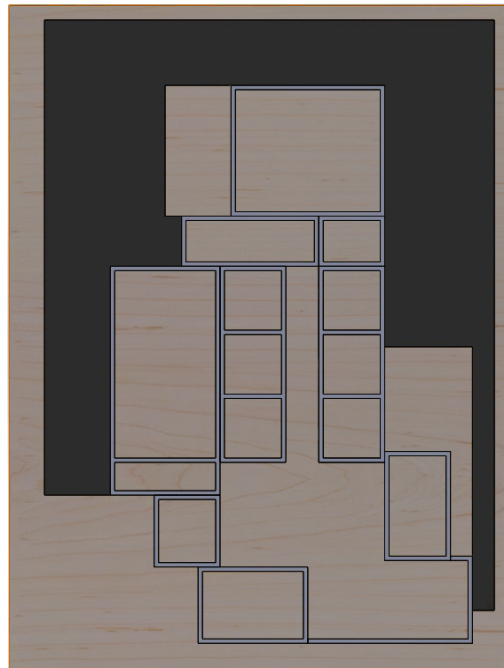
**Front view of building prototype**



**Back view  
of  
building  
prototype**



**Floor Plan  
of  
Building  
prototype**



## Prototype II Test Results

Given that test results for this project are largely reliant on client interaction, this section will be omitted as per instructions from professor Muslim Majeed.

## Prototype III Test Plan

Prototyping Test Plan				
Test ID	Test Objective	Description of Prototype used and of Basic Test Method	Description of Results to be Recorded and how these results will be used	Estimated Test duration and planned start date
1	Functionality of space	Assume the perspective of each potential worker and evaluate if the facilities we have provided allow them to complete the task as described by the client (i.e lab worker, office worker, manager)	Results will indicate how the provided space contributes in boosting the productivity of the entire company.	Spend 30 minutes as a group brainstorming typical work habits, then spend 15 minutes each thinking of how the space will be used by each  Start the week of Nov. 12
2	Meeting the wants and needs of the client	Use 3D model prototype as a reference to test that all the different spaces that the client wants are present	Results will provide insight to how much the client will enjoy the overall design of the project	Client meet 3 duration: 20 minutes  Scheduled for November, date TBD

## Wrike Snapshot

<https://www.wrike.com/frontend/ganttchart/index.html?snapshotId=A3IZUW3TVAWstXAkLucKKixLNUuMeHKe%7CIE2DSNZVHA2DELSTGIYA>

## Conclusion

This deliverable served to iterate on previous developments of the virtual 3D prototype. With the addition of an overhang, windows, and roof access, the prototype has reached a fully completed form and is ready for its development into a physical model. This completed virtual prototype, in addition to the physical model going forward, will serve as a means to help any potential clients or critics better visualise the space, as well as provide meaningful feedback on the functionality of the building. An analysis of the critical components, in addition to feedback received from the client, will allow any required further iteration during the development of the physical model for prototype III.