

GNG 1103

Deliverable F

Prototype I and Client Feedback

Team #F3.3

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Introduction

In the previous client meeting, we spoke with Dr. Anis to develop a clear idea for our project and create a prototype plan. In this deliverable, we will be assessing the client feedback and creating our first prototype. Documenting this prototype test will assist us in the future with more complex tests. We will also be adding to our Wrike calendar the updates of this deliverable.

Client Feedback

Client Feedback	Course of Action
Focus on developing one experience really well	Focus on one scene that will hit multiple aspects of Exclusion, Hate Speech, Body Language
Generating empathy is the most important goal of the scene	Have a storyline that is something realistic - that you can see happening, and a situation that would make you or others uncomfortable to be in
Be specific in the experience	Make the storyline one that is a very real-world situation, and not something everyone can all relate to - because we want it to be unique and personal
The scene sketches shown were quite good	Combine and perfect the scenes we presented in the first client meeting

Prototype I

This prototype is completely based on the scenario we chose in the previous deliverable E. A gay couple goes out on a date at a restaurant. The waitress seems interested in talking with hetero couples, leaving the gay couple offended. This scene can be played out with the point of view of an observer in the restaurant, the waiter/waitress or the gay couple where the player of the game can experience different perspectives, developing the user's empathy.

[Powerpoint Presentation link for Prototype I](#)

Conclusion

In this deliverable we analysed the client's feedback into an actionable plan that we then used to develop our design concept, making sure that each scene is thought out and clear. To finally produce our first prototype, a slideshow presentation that plays out each scene.