

GNG 1103 Project Deliverable B: NEEDS IDENTIFICATION AND PROBLEM STATEMENT

Problem Statement: We aim to develop a VR environment to illustrate the potential solutions the average civilian would create against the dangers of autonomous weapons in their city to showcase the ethical concerns these weapons pose to decision-makers.

List of Needs	
Experience: What will the actual VR experience consist of?	Semi-realistic VR cityscape already adapted to autonomous weapons
	Made from a first person point of view
	Man made adaptations to the environment
	Easy solutions to weaponry, nothing highly specialized or complex
	Interactive scenarios that showcase adaptations listed above
	Including covers, barriers, underground shelters, and potentially facial/body covers
	Make experience accessible to a large variety of users
Experience Type: What are the specifics around our VR experience	Must be produced on Unity VR
	Must be 30 seconds to 1 minute long
	2 pieces of media to share with decision makers
Contents and Items to Highlight: What are the main points we want to highlight that the client is looking for	Showcase the immorality of nonhuman autonomous weapons
	Puts people such as people of color, non-binary people, and people with disabilities at risk
	Bring to life a “dystopian” reality, showcase what could happen if decisions aren’t made
	Non- violent
	Doesn’t showcase people or robots, only their environment

Lydia Finn
Ali Allouche
Adrian Begic-Jovanovic

Further Information Required

- What should the budget be spent on
- What's the scope of work for this project?
- Is there anything specific you wish to see in this year's project that would make it better than last year's one?
- Are there any external resources we're gonna need that aren't included in unity?
- Are there any prime examples other than the ones you mentioned during the meeting about what you want to see in the project?
- What resources do you think we should use that would end up making the final result successful
- What Features Are Most Important to the Target Audience?

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