GNG 1103 Project Deliverable E

Group 7

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1. Introduction

In this deliverable, we outline our approach to the design process for our project focusing on designs, prototyping, budget, and contingency planning.

2. Designs

3. BOM

For the full bill of materials, please see excel spreadsheet.

4. Prototype Plan

Test ID and who is responsible	Test Objective (Why)	Description of Prototype used and of Basic Test Method (What)	Description of Results to be Recorded and how these results will be used (How)	Estimated Test duration and planned start date (When)
1 - Chris, Brian, Sebastien	Communicate idea to the client	Using drawings/conceptual art and minor unity assets we can give a small idea into what we are trying to create.	Show Idea to client and request feedback for the general display of the message	Client Meeting - March 5th. Duration ~ 5 mins.
2 - Jean, Brian, Sebastien, Malcolm	Creating environments	Using the assets from Unity store we intend to build mock environments that will be present in our final design.	We will ensure how feasible each environment will be to create and which part should be emphasized more.	March 3rd to March 10th. Duration ~ Couple hours
3 - Jean, Brian, Sebastien, Malcolm	First person run through	Using the first person movement	We will examine any issues with the overall	March 10th to March 17th

		asset, we run through our environment as we would through the video ensuring the once separate rooms/settings are all connected to each other smoothly	movement of the scene. Each room/setting should be able to move together to the next without any major issues. Any shortcomings will be prioritized or done in the next prototype.	Duration ~ Couple hours
4 - Brian, Malcolm, Jean	Final touches to the VR Environment	Following the first person test, we will fix any of the smaller details in the environment whether that be furniture, models, textures. By the end of this model the environment will be done.	Any issues from the previous 2 prototypes will be fixed by now, and everything that is not post-processing should be complete.	March 17th to March 24th Duration ~ Couple hours
5 - Chris, Jean, Sebastien	Post Processing	Since the VR environment is complete, sounds, video effects and other features of the video will be implemented ensuring a more complete message. Using other software we will try to highlight the terror of autonomous weapons.	The final result will be the completed video which will be used for design day or any other presentation.	March 24th onwards Duration ~ couple hours

5. Project Risks and Contingencies

- Not being able to stick to the budget (having to spend money on assets)
- Pay for the assets (assuming they are under the same price) and get reimbursed by the school
- Time Constraints
- We cut some of our project and focus on the parts that emphasize our general message about autonomous weapons, the room at the start is not as important and could be cut in an very dire situation
- Feasibility of the project (size)
- Once again we cut any part of the project that is too complex or takes too much time and focus on the main components even if they are basic or find paid assets on unity that can mitigate some of that process

Conclusion:

In this document, we created a list of materials, assets and software needed for this project, as well as their prices and other details. We also wrote a plan for the first prototype, including designs and testing as well as some concept drawings. The project risks and contingencies were also listed, with some of the key risks and roadblocks the team foresees coming across.