**University of Ottawa**

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**GNG 1103: Engineering Design**

**Deliverable H – Prototype 2 and Customer Feedback**

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# Introduction(wissal)

For this deliverable, we developed the third prototype in alignment with team objectives, conducting accurate tests and obtaining measurable results. We documented the test plan, analysis, and outcomes, incorporating detailed prototype images. Seeking diverse feedback was integral to refining specifications and justifying the development based on previous iterations.

1. Develop a prototype which will be used to achieve the objectives your team has set out in the plan created in the last deliverable (i.e. you need to answer the “why”, “what” and “when” of prototyping).
   1. Remember: a prototype is not normal work on your project, it is something that has a smaller, targeted objective with specific tests and measurable results.(Jacob)

**Why**: We are testing these prototypes to ensure that the simulation is viable and effective.

**Wha**t: There will be one final prototype. It shall be a series of drawings (focused & analytical) that will to the finest degree describe the final product. This prototype will have the highest fidelity (being our last prototype)

**When:** The prototypes must be ready by the specified date for the tests.

1. Carefully document your prototyping test plan, analysis and your results (including detailed images of your prototype).(milo)(Mel)

A close-up of a white board

Description automatically generated A drawing of a building

Description automatically generatedA sketch of a room

Description automatically generatedA drawing of a drone and a drone

Description automatically generatedA drawing of a tank

Description automatically generatedA drawing of a square

Description automatically generated

**Poster**

**Poster**

**Voice Command**

**Poster**

1. You must gather feedback and comments on your ideas and prototype from potential clients/users that you have sought out and identified on your own and/or your actual client. It is now after the third client meeting so be resourceful to find other users who can give you feedback, however it can be as easy as asking your friends and family a few questions. (Xiyu)

# Conclusion(wissal)

Now that our third prototype is complete, we can transition to the next phase of our project—developing a Virtual Reality (VR) simulation using Unity. This marks a shift towards a higher fidelity representation compared to our earlier prototypes.

# Wrike:

https://www.wrike.com/open.htm?id=1227314450