

# GNG 1103 Project Deliverable F: Prototype I

Group 7

Christopher Omojiade Idialu, #300341739

Brian Kannath, #300360466

Carter Tromp, #300372554

Jean-Louis Nel, #300256049

Sebastian Matt, # 300358728

Malcolm Stewart, #300352964

**Introduction**

Objectives, general explanation of how implement them into this deliverable

**Prototype Details**

Ran the different functions with the TA with pictures/drawings

**Client Feedback**

Explain

**Conclusion**

Results, future plans.

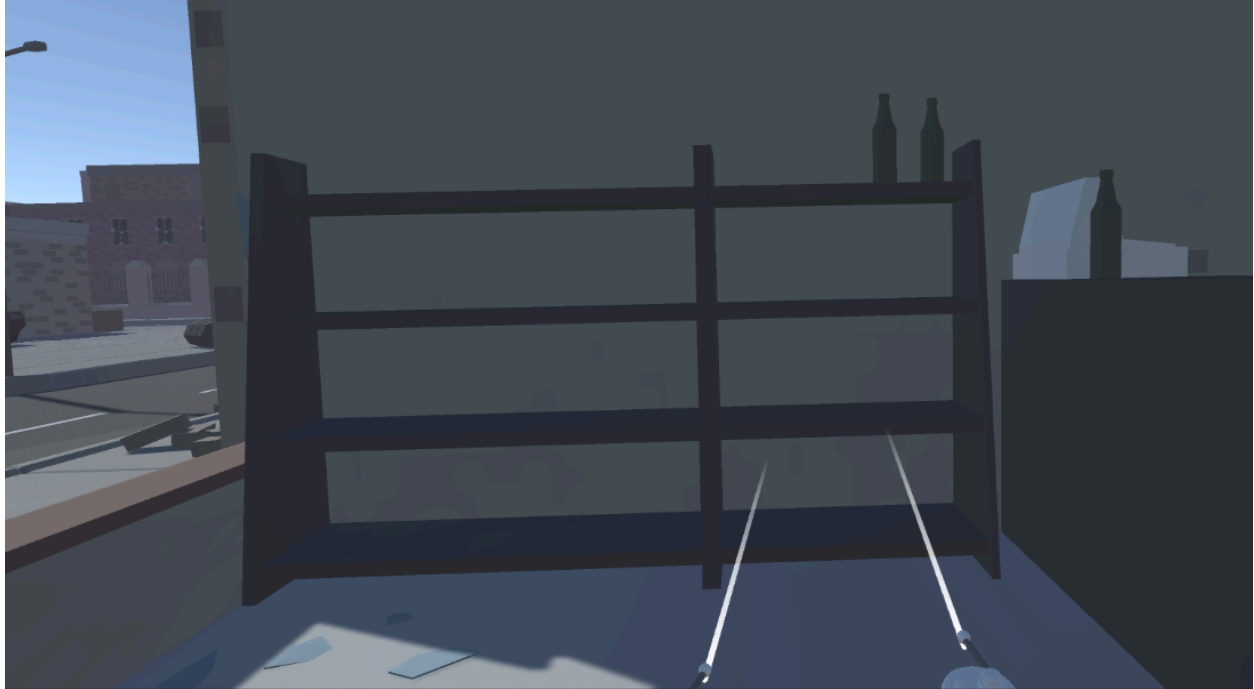
**Test Plans**

## Introduction

This deliverable shows the development of our initial prototype design. It includes prototype details, plans, and analysis. Along with that, we review the vital client feedback that helps us improve the future plans of our prototype.

## Prototype Details

In the first prototype, we programmed in interactive functionality and became comfortable with the unity software. We placed the living room asset into the software, and we added interactivity to some elements inside, including the ability to pick up and throw the can. We added it to two different elements, a can and a bottle, and have tested them. We will use the room as our first setting for our video. The main focus for this prototype was to become more comfortable and master this software and interactivity.



My project - City - Windows, Mac, Linux - Unity 2023.14f1 -DX11

File Edit Assets GameObject Component Services Window Help

Sign in

Hierarchy | Scene | Game | Asset Store | Inspector | Project Settings

City

- City
- XR Interaction Setup
- Directional Teleport Reticle(Clone)
- Blocking Teleport Reticle(Clone)
- Don't Destroy On Load

Project | Console | Unity Version Control

Package Manager

Services

Features

- 2D (8 packages) [Install](#)
- 3D Characters and Animation (4 packages)
- 3D World Building (4 packages)
- AR (5 packages)

Last update Mar 10, 16:09

2D

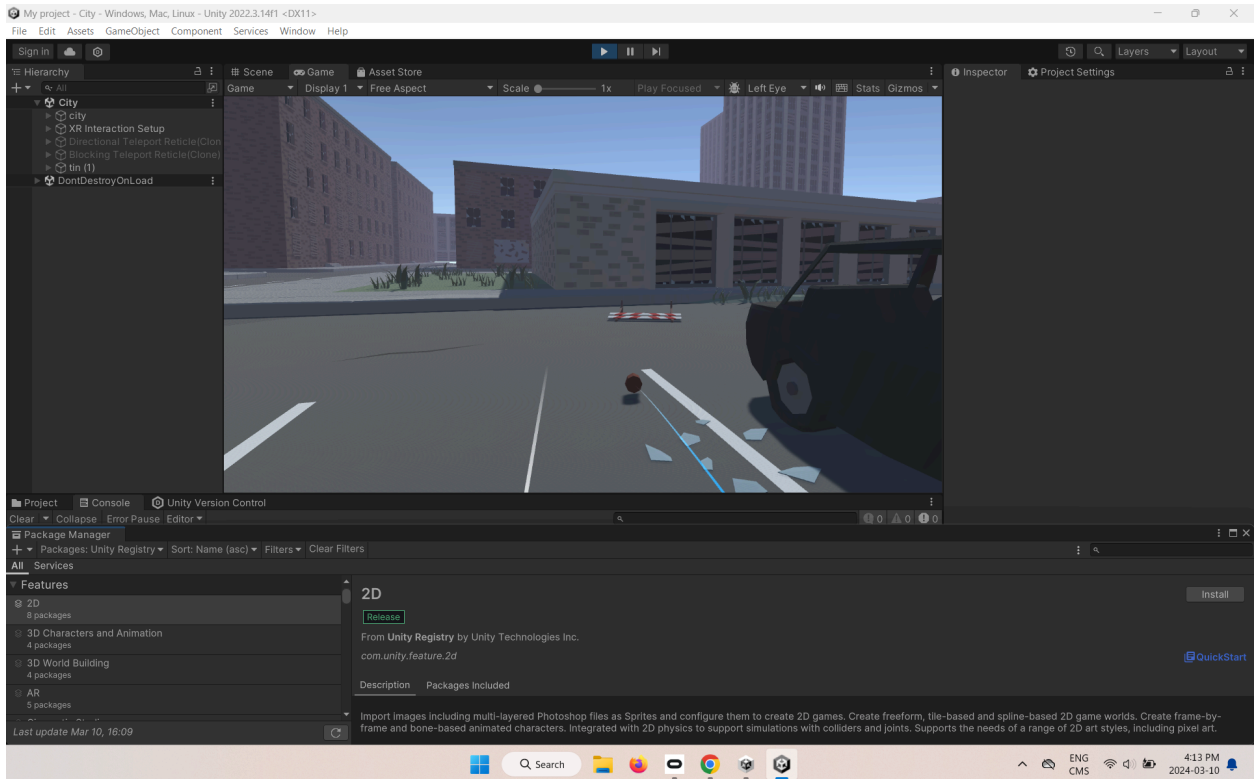
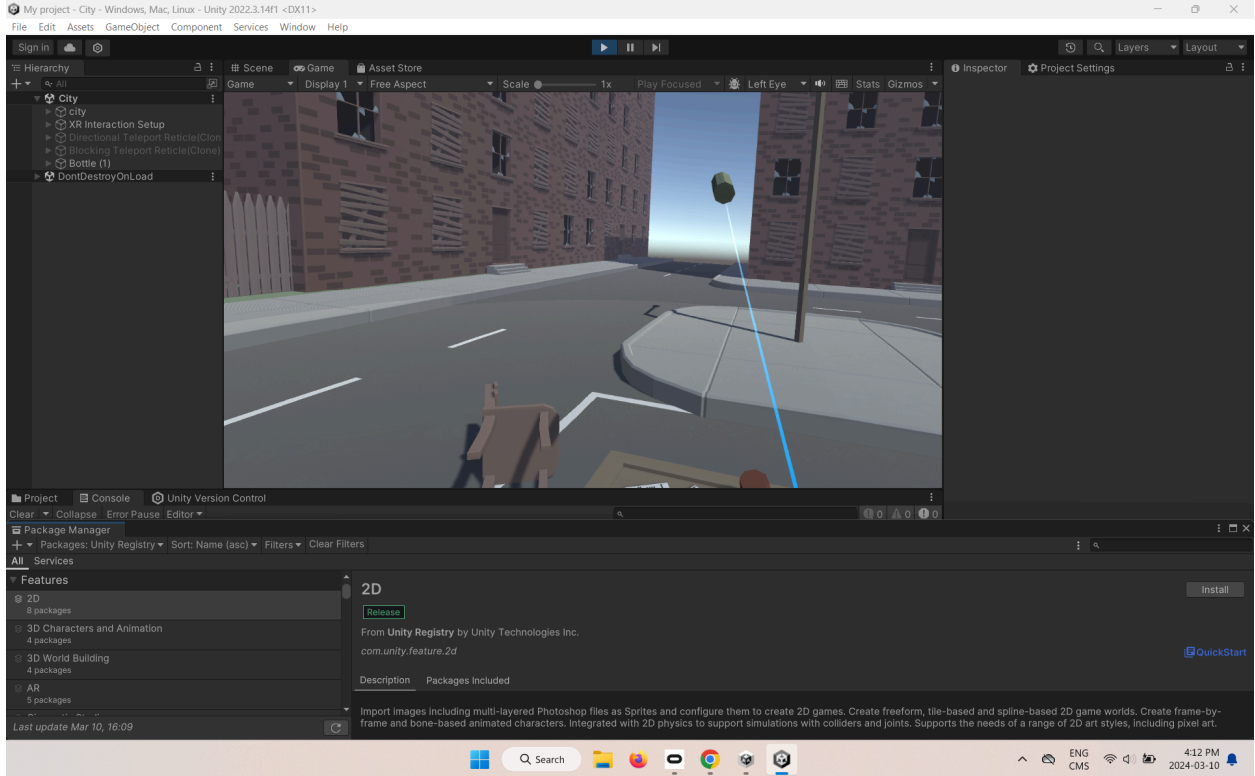
[Release](#)

From Unity Registry by Unity Technologies Inc.  
[com.unity.feature.2d](https://com.unity.feature.2d)

Description Packages Included

Import images including multi-layered Photoshop files as Sprites and configure them to create 2D games. Create freeform, tile-based and spline-based 2D game worlds. Create frame-by-frame and bone-based animated characters. Integrated with 2D physics to support simulations with colliders and joints. Supports the needs of a range of 2D art styles, including pixel art.

Windows taskbar: Search, ENG, CMS, 4:11 PM, 2024-03-10



# Client Feedback

Our presentation showcased our two settings and although they liked the idea of the tunnel, they were concerned that having two settings would be overly ambitious. Not only due to it being more difficult to model, render and implement but it would also affect the theme we were going for. We decided that their feedback would help us in the long run, so we decided to abandon the tunnel idea as it had limited potential and since we had already bought assets for the overground portion.

The theme we had previously was to highlight the shift in society by showcasing the transition from a relatively normal residential home to an underground tunnel isolated from any danger. And that the tunnel was the safe place while the residential home was the dangerous place. The clients had expressed their fear that we could not explain and emphasize this theme through our story in the short time we had, and they were probably right. We decided that the theme was the most important part so we cut down on the story and the setting to prioritize spreading our message. Something we always wanted to talk about was the unpredictable nature of the robots and how that was the main issue. The autonomous weapons have a lot of power, but they are not perfect as they cannot exhibit complete justice and they can undergo glitches. This could be demonstrated very well with the assets we have bought and sets up well for the next prototype.

# Conclusion

Prototype 1 features an underground environment, reflecting the adjustments civilians make while co-existing with killer robots. The design of this environment was guided by client feedback and our criteria. Post-testing, the environment proved to be functional and realistic, marking the success of Prototype 1. As we continue, our focus shifts to Prototype 2, which will develop VR capabilities, a critical element for an immense user experience. The testing and presentation of this feature, in line with our Prototype II test plan, will be part of our upcoming deliverable.

# Updated Test Plans

| Test ID | Test Objective (Why)           | Prototype Number | 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       | Evaluation of VR functionality | 1                | Test that all relevant controls and interactions function.    | VR functionality has been fully implemented. Minor adjustments on player size must still | March 4-6   |

|   |  |                   |   |              |             |
|---|--|-------------------|---|--------------|-------------|
|   |  |                   |   | be done.     |             |
| 2 | Evaluation of VR Environment design        | 2                 | Gather feedback on the environment design from potential users. | Not yet done | March 10    |
| 3 | Evaluation of character implementation     | 2                 | Verify that the character models function as intended           | Not yet done | March 11-17 |
| 4 | Evaluate audio and dialogue implementation | 3                 | Test that all audio and dialogue is implemented properly.       | Not yet done | March 11-18 |
| 5 | Story Evaluation                           | 3                 | Gather feedback on the story once it is fully implemented.      | Not yet done | March 18-24 |
| 6 | Final Review                               | Before Design day | Gather final feedback for the finished project.                 | Not yet done | March 24-31 |

## Updated Bill Of Materials

| Items                  | Price (\$) | Type       | Link  | Total Cost: |
|------------------------|------------|------------|---|-------------|
| Post-Apocaly Buildings | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/vehicles/land/post-apocalyptic-truck-with-armor-45422">https://assetstore.unity.com/packages/3d/vehicles/land/post-apocalyptic-truck-with-armor-45422</a> | 8.99        |
| Building Pack          | 0          | Asset      | <a href="#">Abandoned buildings</a>   |             |
| City                   | 0          | Asset      | <a href="#">Russian buildings pack</a>  |             |
| Bathroom Int           | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/environments/urban/city-voxel-pack-136141">https://assetstore.unity.com/packages/3d/environments/urban/city-voxel-pack-136141</a>                         |             |
| Room Interio           | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/props/furniture/bathroom-set-interior-263462">https://assetstore.unity.com/packages/3d/props/furniture/bathroom-set-interior-263462</a>                   |             |
| Furniture              | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/props/furniture/table-set-interior-263303">https://assetstore.unity.com/packages/3d/props/furniture/table-set-interior-263303</a>                         |             |
| Office Interio         | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628">https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628</a>                       |             |
| First Person C         | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/props/interior/office-pack-free-258600">https://assetstore.unity.com/packages/3d/props/interior/office-pack-free-258600</a>                               |             |
| Bunker                 | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/characters/modular-first-person-controller-189884">https://assetstore.unity.com/packages/3d/characters/modular-first-person-controller-189884</a>         |             |
| Low Poly Apo           | 8.99       | Asset      | <a href="https://assetstore.unity.com/packages/3d/props/army-bunker-2093">https://assetstore.unity.com/packages/3d/props/army-bunker-2093</a>   |             |
| Prototyping P          | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/environments/urban/low-poly-apocalyptic-city-148064">https://assetstore.unity.com/packages/3d/environments/urban/low-poly-apocalyptic-city-148064</a>     |             |
| House Interio          | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/prototyping-pack-free-94277">https://assetstore.unity.com/packages/3d/prototyping-pack-free-94277</a>   |             |
| Destroyed Bu           | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/props/interior/house-interior-free-258782">https://assetstore.unity.com/packages/3d/props/interior/house-interior-free-258782</a>                         |             |
| Rubble Piece:          | 0          | Asset      | <a href="https://assetstore.unity.com/packages/3d/environments/destroyed-building-kit-demo-174899">https://assetstore.unity.com/packages/3d/environments/destroyed-building-kit-demo-174899</a>             |             |
| Laptops                | 0          | Tool       | <a href="https://assetstore.unity.com/packages/3d/environments/rubble-pieces-detailed-package-74004">https://assetstore.unity.com/packages/3d/environments/rubble-pieces-detailed-package-74004</a>         |             |
| Meta Quest 2           | 0          | VR Headset | N/A   |             |
| Unity                  | 0          | Software   | N/A   |             |
| Trello                 | 0          | Planner    | N/A   |             |

[Bill of Materials](#)