GNG 1103 Project Deliverable G: Prototype II

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

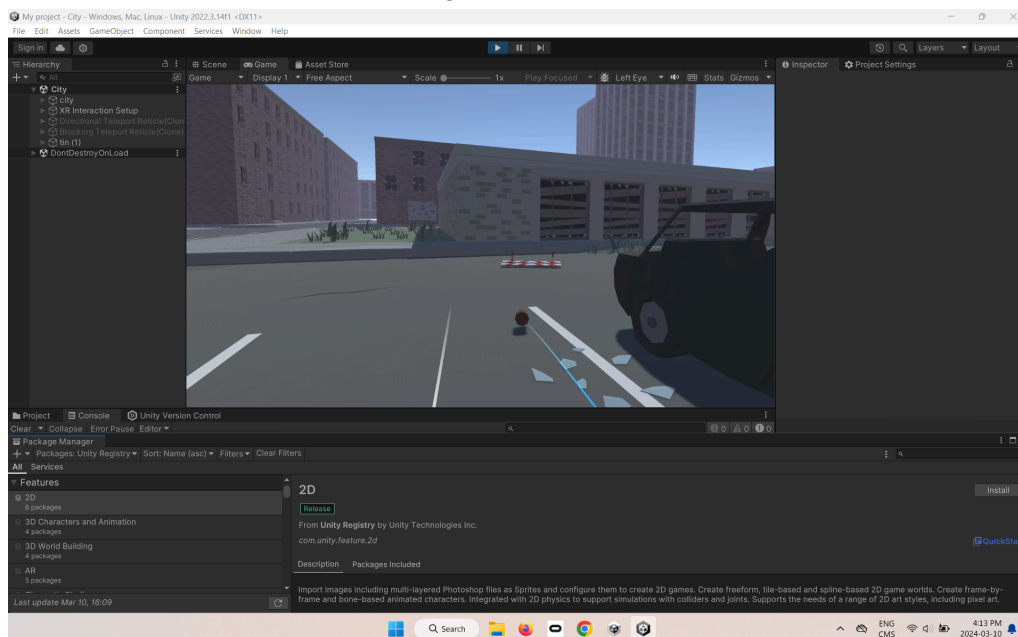**Client Feedback**

Explain

**Conclusion**

Results, future plans.

Test Plans

Introduction

This deliverable shows the process used to develop our second prototype design. This includes the updated test plans and analysis, along with how we used the updated feedback from the client meeting. There is lastly the updated Bill of Materials and future plans for the next prototypes.

Prototype Details

In the second prototype, we further created a setting, adding a character model, that we plan to interact and have a conversation with. We also constructed an alley, which will serve as our tunnel. The tunnel is dark and shadowed, with a more ominous look. The character model is inside of the store window, wearing dark clothes.
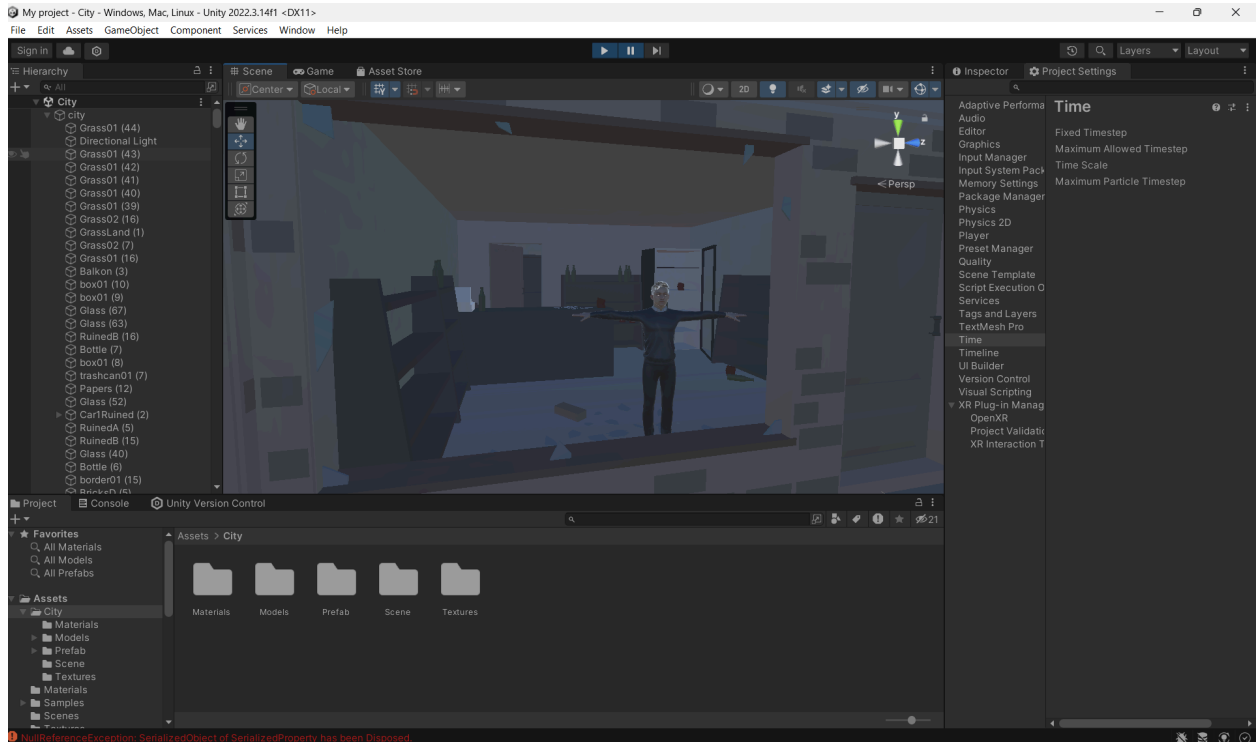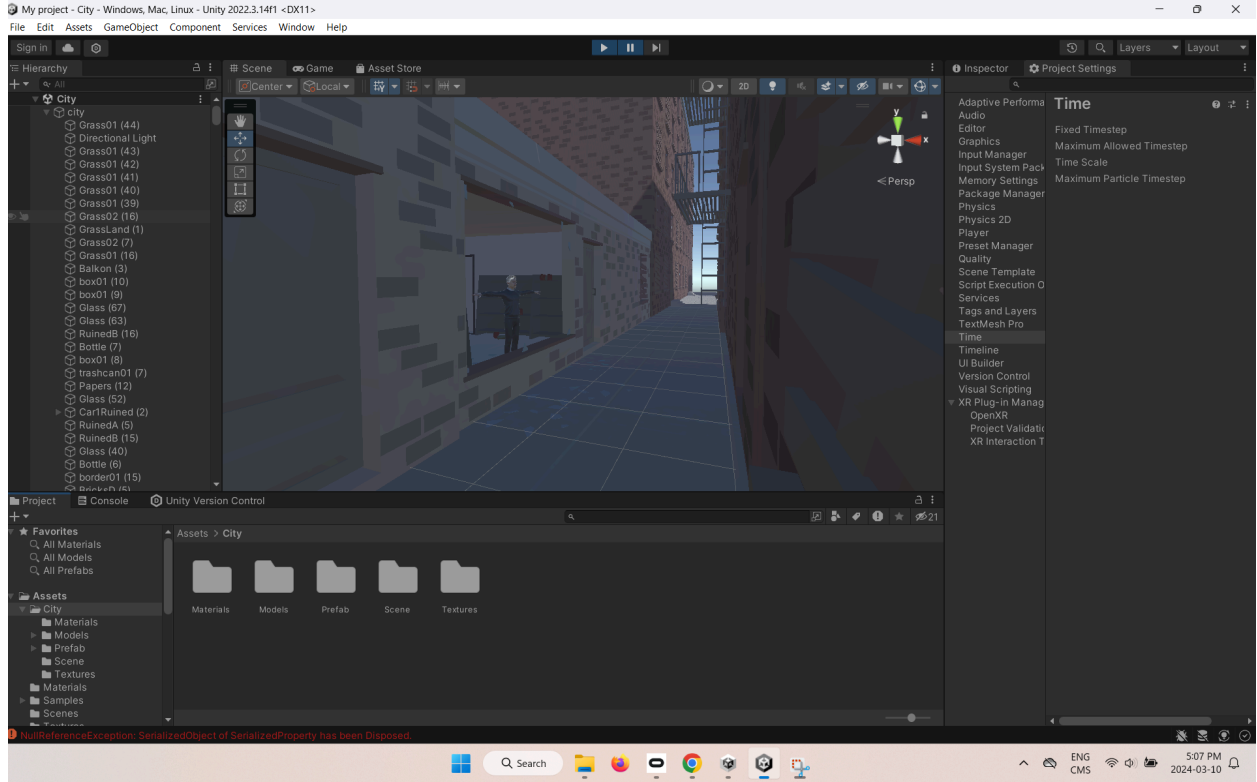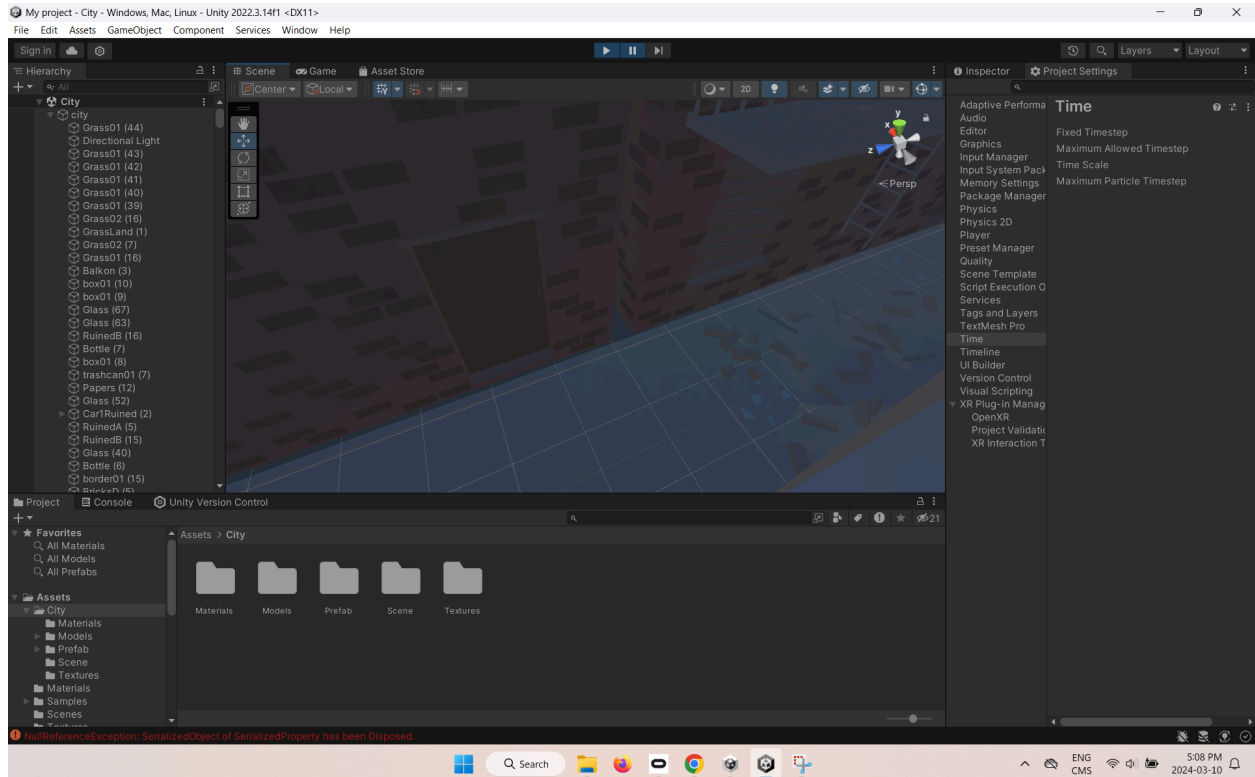
Client Feedback

When introducing our idea to peers and the TA's we got a more positive response compared to our previous iterations. The TA's specifically highlighted that we had a good story and the dangers of the robots were presented well. Some concerns included final story details, models and setting.

Our story is in essence an investigation of a crime scene caused by robots and that it highlights the danger they pose to society. This as mentioned was sufficient but certain parts of the story are not finalized yet such as the detective/private investigator and their affiliations along with the starting position of the scene. Concerning the latter, we have decided that we will have the person walk up to the storefront and look through the glass, not entering the building. At this moment, this seems like the best and simplest option since it can help the viewer understand the environment outside the shop and also allows a simple introduction to our setting.

We asked some of our peers on the models we will use for the investigator and for the poster, and got conflicting feedback. Some were suggesting a more police/government oriented person, while others opted for a third-party. As a group, we assessed that the impact of the message would be better suited if we had the investigator be associated with the government that sides with the robots. As we planned out both stories, the government investigator option showcases more development and impact.

The final concern was that of the setting, not specifically the inside of the building but whether more of the outside should be shown. This could be shown through barricades, crime scene tape and police cars. Because we are focusing on the theme of the unpredictability of the robots we have chosen to not describe much of the scene outside of the storefront, since it might take away from what we are trying to say. Although, this is an important point and we can address it through simple dialogue such as "seems like the government didn't get to this one yet". Which indicates that these events happen often and that the government doesn't have the resources to cover everything up which fits nicely into our theme.

Conclusion

The second prototype development has seen substantial progress, with the inclusion of a character model and a dark alley setting. Feedback from peers and TA's has been instrumental in refining the story and setting. A government-affiliated investigator character enhances the narrative's impact, while focusing on the storefront keeps emphasis on robot unpredictability. Updated test plans cover VR functionality, environment design, character implementation, audio and dialogue, story evaluation, and a final review. Despite some users reporting motion sickness, the project is on track, with future prototypes set to address this and introduce custom environment assets. In summary, significant strides have been made towards a complete VR simulation project, informed by constructive feedback and comprehensive testing.

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 be done.	March 4-6
2	Evaluation of VR	2	Gather feedback on the	Feedback was gathered from peers	March 10-12

	Environment design		environment design from potential users.	with overall positive results.	
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	3	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|	0	Asset	https://assetstore.unity.com/packages/3d/vehicles/land/post-apocalyptic-truck-with-armor-45422	8.99
Buildings	0	Asset	Abandoned buildings	
Building Pack	0	Asset	Russian buildings pack	
City	0	Asset	https://assetstore.unity.com/packages/3d/environments/urban/city-voxel-pack-136141	
Bathroom Int	0	Asset	https://assetstore.unity.com/packages/3d/props/furniture/bathroom-set-interior-263462	
Room Interio	0	Asset	https://assetstore.unity.com/packages/3d/props/furniture/table-set-interior-263303	
Furniture	0	Asset	https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628	
Office Interio	0	Asset	https://assetstore.unity.com/packages/3d/props/interior/office-pack-free-258600	
First Person C	0	Asset	https://assetstore.unity.com/packages/3d/characters/modular-first-person-controller-189884	
Bunker	0	Asset	https://assetstore.unity.com/packages/3d/props/army-bunker-2093	
Low Poly Apo	8.99	Asset	https://assetstore.unity.com/packages/3d/environments/urban/low-poly-apocalyptic-city-148064	
Prototyping P	0	Asset	https://assetstore.unity.com/packages/3d/prototyping-pack-free-94277	
House Interio	0	Asset	https://assetstore.unity.com/packages/3d/props/interior/house-interior-free-258782	
Destroyed Bu	0	Asset	https://assetstore.unity.com/packages/3d/environments/destroyed-building-kit-demo-174899	
Rubble Pieces	0	Asset	https://assetstore.unity.com/packages/3d/environments/rubble-pieces-detailed-package-74004	
Laptops	0	Tool	N/A	
Meta Quest 2	0	VR Headset	N/A	
Unity	0	Software	N/A	
Trello	0	Planner	N/A	

Bill of Materials