

GNG 1103

Deliverable H

Prototype 3 and Customer Feedback

Team #F3.3

Bennett Gibson [300127904]

Joshua Kayanja [300113403]

Liel Ilatov [300231485]

Sophie Thomson [300257162]

March 27th, 2022

Faculty of Engineering — University of Ottawa

Introduction & Feedback from Prototype 2

Our feedback from our second prototype was harsher than it had been for previous meetings/presentations. With design day approaching, we still had several things we wanted to and needed to implement into our game. There was no sound as the user worked through the scenes, making the game feel boring and unrealistic. There were also questions about adding more options and branches to our story, as well as the possibility of different POV's for the user. We were also given the advice of focusing on the additions that will help most with generating empathy.

We used this feedback to fuel changes for our third and final prototype. In this deliverable, we will go over the objectives for the game, how we made those changes and what our feedback has been following the changes. We will expand our feedback to include new sources.

Prototype 3 Objectives and Reasoning

1. The perspective is from the eyes of the user and not an external view of the couple.
2. Music volume and tune changes. That will help the user understand how they should be feeling. For example, quite sad music will subconsciously tell the user that they are upset. Background noise can also make the scene flow better and make the it feel more realistic to the setting (restaurant)
3. Interaction with inanimate objects. With this, the user is able to pick things up and move them around. For example in the opening scene, the user can pick up picture frames to get a closer look at who they are. We want the user to feel fully invested in the character they are portraying the game, so they can relate and empathize with them more. It might be harder to generate empathy if you know the discrimination wouldn't happen to you based on your appearance in real life
4. Implementation into VR. We want to compile/upload the game to be able to test it using a real VR headset. This is the target use of the program, so it is important to make sure it is compatible, and that the motion in the game isn't nauseating.
5. Start and end screen for reflection. We want to provoke deep thought and introspection for the user, to hopefully inspire change within them, whether that be in their actions or in their understanding of other people's struggles.

Prototype 3 Test Analysis

<u>Objective</u>	<u>Test Date</u>	<u>Result</u>	<u>Analysis</u>
1	2022-3-27		
2	2022-3-27		

3	2022-3-27		
4	2022-3-27		

Feedback

For this prototype, we implemented the game into a VR headset at VRAdventures in Merivale Mall. We were able to test the game out ourselves and show it to the staff/other customers there that day, critique the game ourselves, and ask them for their feedback.

The feedback we received was:

- ❖ gh
- ❖

Updated target specifications and design and Bill of Materials (BOM)

Table 2.0 - Updated Bill of Materials

Item name	Description	Quantity	Cost	Link
VR Headset	head-mounted device providing virtual reality for the user	1	\$0 (provided)	https://www.oculus.com/quest-2/
Touch controllers	Track the hands of the user as virtual	2	\$0 (provided)	“
AA Batteries	Store energy	2	\$0 (provided)	“
Charging Cable	provides power to the VR headset	1	\$0 (provided)	“
UNITY software	Cross-platform game engine	1	Free for download of base software	https://unity.com/
UNITY add-on	Character Animation	1	14.99 * 1.13 = 16.94	https://assetstore.unity.com/packages/3d/characters/humanoids/hyper-casual-cartoon-people-casual-203113

Conclusion

To conclude, we have created a comprehensive prototype to present to the clients on Design Day. We are confident in this prototype because of testing we have done to get to this

point, and by seeking feedback from others along the way and with our final design. We tested our game in person using a Virtual Reality set to make sure the game is functional, and turned out how we wanted it to. We have updated our Bill of Materials to include the purchases we made to enhance our project. We are now preparing for our presentation on March 31st, 11:20am.