

GNG 1103

## Deliverable G

Prototype II and Customer Feedback

Team #F3.3

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## Introduction

This week we had our second meeting with the client, where we displayed our first prototype and received valuable feedback from Dr. Anis and her panel. In this deliverable, we plan to analyze the feedback to an actionable plan that will enable us to create our second prototype, test the prototype and seek feedback from others, not on the client's panel. We will also be adding to our Wrike calendar the updates of this deliverable.

## Customer feedback

Feedback received (positive and constructive)	Future actions
Not convinced with trivia night	Regular evening in a restaurant
Showing body language vs. explicit words	Bring in more dialogue between gay couples and other people
Reactions from bystanders watching are not always subtle. Subtle reactions will be hard to code in Unity	Build more of a hostile environment for the gay couple by the bystanders
Like the idea as it is a common occurrence for gay couples.	The scenario should suggest that this is an ongoing issue with those who identify as gay
The different perspectives is a good way to build empathy	Make sure the character load-ins is part of our plan and schedule for the second prototype

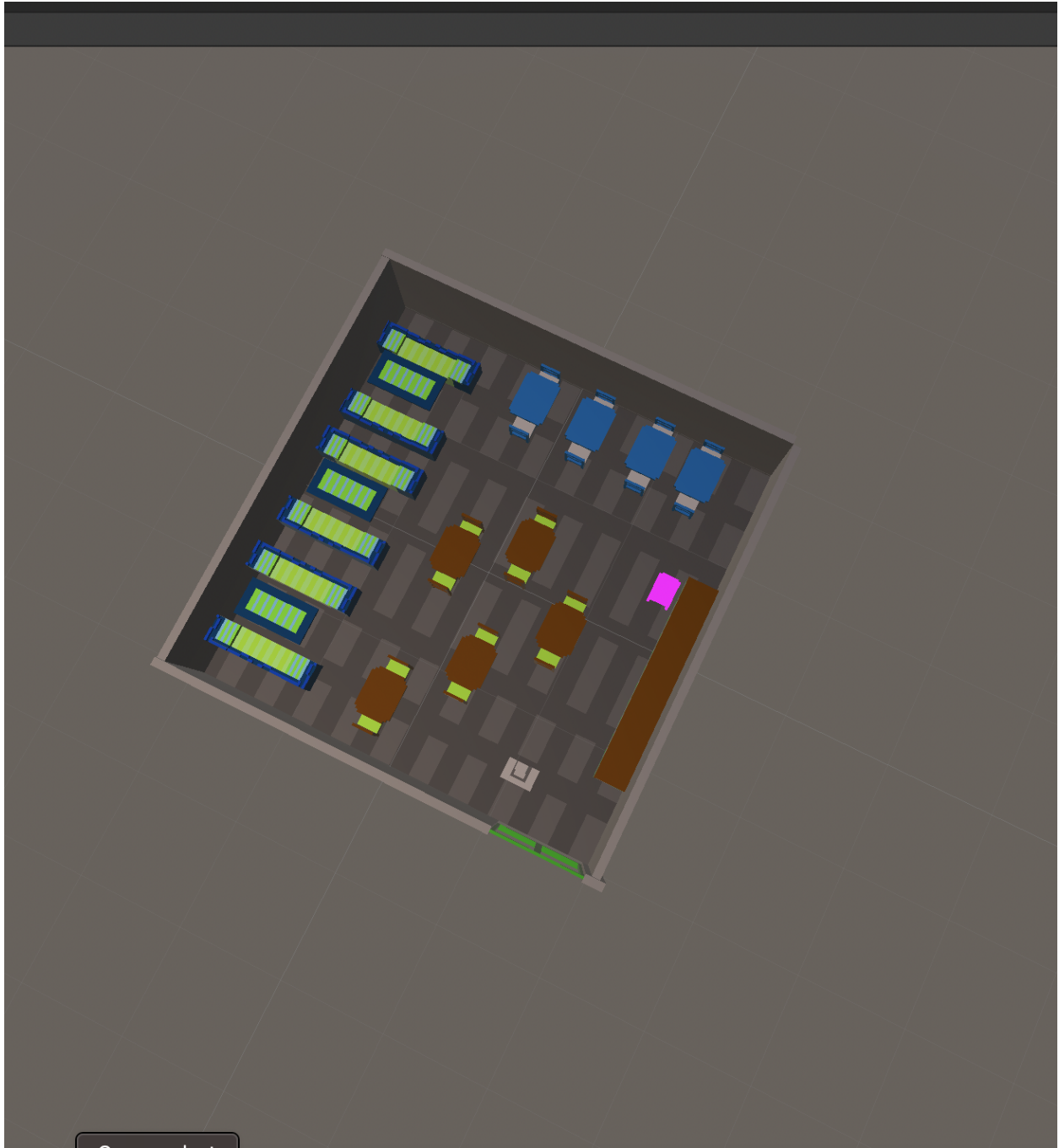
## Prototype II objectives

- Create a restaurant scene via Unity and add avatars
- The game should be easily accessible and usable
- Work on body language and dialogues as a major part of the game, making it more realistic
- Educate the users on how serious it is to feel pressured for having a different view of your identity
- Have more content and ideas about the other characters users can enter the scene with

## Feedback from others

- The option to be able to load in as different characters is very nice
- More options for how each character responds to the actions in the scene
- Make sure there is lots of colour in the game (sketches were just black and white, a little boring)
- When presenting, talk a little slower to make sure all the ideas are heard and understood

## Model



The restaurant scene where our game will take place. We are currently working on our script to have movement of the scene and the avatars. Slowly we are building up to having audio as well.

## Test plan

- Running unity interface to make sure the design is working as a game
- Let parents (or another family inexperienced in VR) run through the game

### Future tests

1	Testing characters movement	Running the Unity game  Focus testing	This will test the movements of the characters. The results of this test will allow us to understand the motion that we can use in unity and how we can improve the motion, for example, to make it look more realistic.	March 15
2	Testing characters dialogue	Comprehensive/physical testing	After inserting all dialogue into the simulation, it will be tested for grammar and the realism of the conversation. This will allow us to see the character development in the simulation.	March 18
3	Testing characters depth from POV	Focused/physical testing	Testing the spatial awareness of the simulation. Ensuring the movement can be seen, and dialogue is in a good range of the POV.	March 20
4	Testing order of events	Running Unity Software	Testing for how quickly and appropriately the game responds to the actions of the user	March 21
5	Testing accessibility	Run through the whole game simulation with a real VR headset and controllers	Observing and experiencing if the game movement makes the user dizzy or have motion sickness.	March 21
6	Testing realism	Running Unity Software	Observing if the game depicts real-life people and objects well (people's behaviours and movement of objects)	March 21
7	Testing overall user experience/functionality	Run through the whole game simulation with a real VR headset and controllers	Testing all aspects of the code - error detection, load speed, time of the simulation. Focus on ensuring empathy is generated	March 23

## **Conclusion**

In this deliverable, we were able to further develop our concept design and start our visual prototype in Unity, by using the feedback that we received from the clients and other potential users. Additionally, we tested our prototype to see what adjustments should be made from our final paper prototype to the preliminary coded prototype. The results showed that we should add more information and options for how the different characters in the scene can interact and respond to one another. The flow of the scene was well received. From this, we were able to outline our future goals and test plans.