

Client Needs	Interpreted Client Needs	Priority (0-5)
At least 3 of 9 ethical concerns to be highlighted	Highlights ethical concerns	4
Extremely clear instructions for set-up and volunteer execution of experience: Need the two sets of instructions such as clear list of necessary supplies.	Instructions and setup should be simple and clear	4
Between 5-10 minutes	Pace should not be too fast or too drawn out (time limit)	4
Participants should feel as though they have lost in some form	No matter the outcome, players shouldn't feel victorious	4
Should have clean, commented code	Organized and manageable code	2
All modifications done to RoboMaster S1 need to be done and undone in one minute	Modifications should be simple and minimal	3
Supplies need to be limited to the size of a carry-on suitcase	Portable experience (size limit)	4
Players can easily be identified by the RoboMaster S1	Easy player identification by RoboMaster S1	5
Successive rounds of elimination between 3-5 players	Experience is multiplayer, and can be played more than once per session	4
Space is 20 ft by 20 ft	Adhere to confinements	3
There might be some damage to civilian objects or some civilians who are hurt or injured in the process, and proportionality says that those must be balanced	Damage control, and preventative measures for injury	5
This activity should not cause participants who	Should not induce PTSD in participants	5

have been in active combat scenarios to experience PTSD		
The finished version of this activity should be very simple for ease of access and functionality	Simplicity in functionality	3
The situations depicted or emulated within the activity should not be painted in a positive light	Does not glorify armed combat	4
The robot should function on its own, without any input or extra control from those who organized the activity	Completely autonomous control after set-up	3

Problem statement: A need exists for Mines Action Canada to demonstrate the ethical concerns regarding LAWS through a simple, portable, and immersive experience with a Robomaster S1 where players can grasp the severity of losing human control.