

**1. Clearly describe the feedback received from your client on the group concept or detailed design. Specify how the feedback will be used to inform future design choices and improve the solution**

During our first meeting with the client she liked your ideas a lot.. However she did have some doubts on the achievability of our project. We then decided to continue to ideate and we came up with some more ideas that would be easier. However when we were discussing our project with our Project manager, he made us realize that our polar bear idea was very much achievable and that it shouldn't be too difficult.

**2. Develop a prototype which will be used to achieve the objectives your team has set out in the plan created in the last deliverable (i.e. you need to answer the “why”, “what” and “when” of prototyping).**

The purpose of our first prototype will mainly be to test various different views. Our current ideas are a “god view” and a “first person view”. This first prototype will allow us to see what view looks better and works more consistently.

Another thing that we want to achieve with our first prototype is adjusting different colour settings to get the arctic to feel how we like. We will have people test out the prototype and write down the feelings that the scene gives.

**3. A simple analysis of critical components or systems should also be included, based on your current knowledge of engineering science or other knowledge.**

For our simulation, the critical component that we will be using is a VR headset to give the user a full experience of how the effects of climate change have on the polar bear's habitats. The most important system that we will be using is Unity, where we're going to make our simulation. This is by adding in a premade 3D modeled pack to speed up our process while also making the simulation look appealing to our audience. We will also incorporate different UI systems, such as text, speech, the main menu, and other interactive elements throughout the simulation through unity.

**4. Carefully document your prototyping test plan, analysis and your results (including detailed images of your prototype).**

First, we added a model that we got from the Unity store. We then looked at it through the headset, noticing that it was too bright. After turning down the brightness with a different lighting effect, we then noticed that we couldn't see the water..... (I'm not sure where it after this with the prototype)

**5. You must gather feedback and comments on your ideas and prototype from potential clients/users that you have sought out and identified on your own.**

- The Scenery looks good on the laptop screen but when I look at it through the VR I can't see the water.
- The brightness looks good on the screen, but when you try on the VR headset it's too bright.
- This is a very interesting idea. It sounds like you guys put a lot of thought into it, and if you guys pull it off this would be great!

**6. If applicable, update your target specifications, detailed design and BOM after tests are completed and analyzed.**

7. Finally, teams will outline a prototyping test plan based on the template provided in lecture ("Prototyping Test Plan") to prepare to build the second prototype in the next deliverable.

Test Number	Critical Issue	Test objective (Why?)	Test Description
1	Camera position	To find the most comfortable position for the user to engage inside of the simulation.	We will have two different angles, one with a wider overview of the map and one with a first person perspective of the polarbear. We will most likely do a survey with strangers 1-10 on what felt most immersive with the experience. We decided on a small group 5+ and the camera with the best rating we will use for our game design.

2	Controls	To find intuitive controls.	We would like to test different variations of controls and again ask a small group of strangers or friends to test our game. We will ask is it intuitive and do they understand the basic objectives.
---	----------	-----------------------------	---