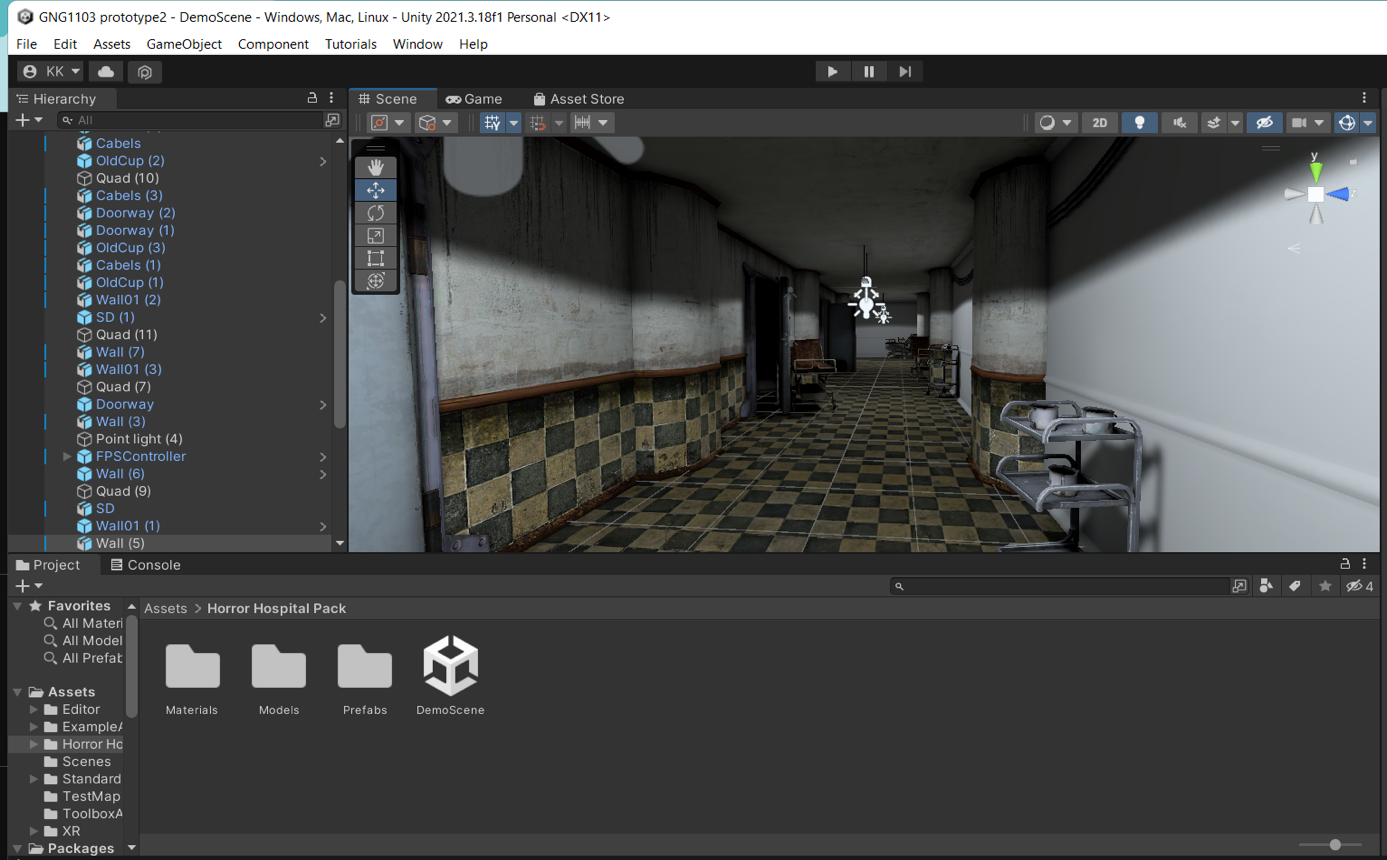
Deliverable G

Client Feedback: After our final client meeting our client gave us many different concept ideas to think over and change if needed.

|  |  |
| --- | --- |
| Client Criticism | Adjustments Executed |
| In our initial design we planned on giving the consumer multiple different options with the path they choose inside virtual reality. Our client used the words “choose your own adventure”. They warned us to have an initial storyline and then once that is completed to start expanding our storyline so that we have a basic design down at minimum. | Once hearing this the group got together and figured out which storyline would be the most impactful and used that as our minimum storyline. We decided that the warehouse/hospital scene would be the most impactful. |
| The final scene is the scene where the journalist gets the chance to advocate against killer robots by explaining what they saw when working. We asked the client if they would like the consumer/journalist to have given script or choose one of two options to say when advocating. Our clients both agreed that if possible, giving the consumer options to choose is “the better option”. | After speaking with the group, we believe that giving the consumer multiple different speaking options is very possible and likely what we plan on doing later within the prototype stages. |

**Screen shot from scene 2:**



Since analytical and numerical models cannot be applied to our project, we performed an experimental model by asking a peer to simulate our current prototype. The prototype was put into “game mode” in the Unity application and using a laptop the user was able to observe the scene that we created for this prototype. This allowed us to model the qualitative behavior of our system including graphics quality, aesthetics, etc. The fidelity of our model is quite low since we are still in the initial stages of prototyping, but this model was still able to help us better understand customer perceptions, user experience, etc., giving us valuable insight for subsequent prototypes. Using this model, we were able to conclude that the graphics quality and ambience of the overall scene meets our users' expectations.

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Objective | Fidelity | Result |
| Sound Test | To test all the overall sounds.  Example: Walking, talking, interacting with objects, etc. | High | Initially we had our sound volume a little too loud making it hard to think properly. After adjusting a multitude of times, we are happy with the results. |
| Interactive Test | To test the ability of interacting with object to see if it is too difficult and needs a change. | Medium | Within our design the consumer must interact with a multitude of things, and we would like to make it as easy as possible. After testing different codes, we found something that we like and found easy enough so the consumer has no diffuculties. |

Table

Description automatically generated with medium confidence

