Deliverable C - Design Criteria and Target Specifications:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Functional Requirements | Relation | Value | Units | Verification Method |
| Virtual Reality Headset | = | 500 | Dollars | Test |
| Quick set-up time | < | 3 | Minutes | Test |
| HD Quality | = | N/A | N/A | Test |
| Headphones | < or = | 25 | Dollars | Analysis |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Non-Functional Requirements | Relation | Value | Units | Verification Method |
| Aesthetics | = | yes | N/A | Test |
| Story Telling | = | yes | N/A | Test |
| Reliability | = | yes | N/A | Test |
| Bilingual | = | yes | N/A | Test |
| Informative | = | yes | N/A | Test |
| Epilepsy Friendly | = | N/A | N/A | Analysis, final test |
| Portable | = | N/A | N/A | Test |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Constraints | Relation | Value | Units | Verification Method |
| Cost | < or = | 50 | Dollars | Estimate, final check |
| Duration | < or = | 5 | Minute | Analysis, final test |
| Presentable to one person at a time | = | 1 | Person | Test |
| Weight | < | 3 | Pounds | Test |
| Operating conditions:  Temperature | < or = | 17 | Degrees | Test |

Technical Benchmarking

1. Into the Radius (VR shooting game)

In this game the player travels around the terrain completing quests while encountering wild creatures that they must eradicate. The final objective is kill all the beasts and conquer the world.

* As a group we liked the movement that this game used and will attempt to incorporate the different aspects of walking as they made it seem as if you are in real life.
* The sounds of gun shots in this game were very realistic and yet soft in quality which made it seem as if it's not too loud for the users ears. We will incorporate the sounds in this game when a gunshot sound is being used.

1. Space team (VR teamwork game)

In this game a group must work together, complete tasks before the time runs out and they get kicked out into space. It is a great game to build relationships and grow as a collective team.

* As a group after watching the videos of gameplay on this game we really enjoyed the soft features that the characters exuded. Right off the start you could feel the warmth and almost family-like aspect this game gave. When attempting to build relationships in our own game we will attempt to create the soft and comfortable feel that this game gives off.

User Benchmarking Information

Reasearch shows that when a user is in a comfortable environment, they are more relaxed and unsuspecting. This then creates a feeling of warmth and makes the user susceptible to large shocks and has more of an impact on how they feel. It is our goal to leave an impact on the user once the experience is over. We believe that creating a safe and warm environment and then completely flipping that and making them feel scared, anxious, startled, and an overwhelming feeling of anguish which well then show them the negative effects autonomous weapons.

Client Meeting Reflection

After meeting with our client, it became very clear the objective that we are trying to accomplish. We must create a virtual reality experience that shows the negative effects of Autonomous Weapons in the world. When this was originally presented, we were unsure as to where and to whom this would be presented too but this is now clear and there are no questions about that anymore.