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The Flying Hippo

Meeting notes

Week 3

**Time:** 13:15-13:45

**Date:** 19.02.2019

**Agenda guy:** Yosif

**Minute man:** Atanas

**Yosif explains how the app will work**

- We put fire ex. and the sim runs 20-30 times with different outputs and averages it

- Rooms have flamability index which is going to be processed by the fire's spread algorithm

- Windows form: Floor layout with inputs for the fire; People not visible in WF app - leave them for unity;

WF only has a simplified representation of what's happening

- We have to interpret the data outputted from the sim

**Teacher stops Yosif:**

- Is the placement of ext. the most important? - No the people's behaviours are also important;

**Yosif:**

- Grid based system

**Niki:**

- Fire spreads randomly but with some algorithm

**Teach:**

- How are you going to implement fire?

**Yosif:**

- A bit of research. We are not going to represent it hyper realistic;

**Filippo:**

- We have to research some papers on fire spreads and translate it to code;

**Yosif:**

- People's traits have to be researched - how much people will react to the fire with running away or with fighting it?

- Last project we did a Waterfall method and now we don't know how to properly make it.

**Teacher:**

- Gantt chart and WBS in project plan!!!

- Project plan has to be clear. No ambiguity. Setting of room in Project plan. Scrape simulation from Unity. Resubmit projplan;

- Deliverable: Application and Neural network(?, should be part of app). Be more specific of what the application will do.

- Non-funct reqs - can be in URS. Project plan has to present deliverables.

- Constraints - include fact that we have to have a weekly meeting.

- Risk - fail to deliver neural network: What? Why? Neural network is a nice to have in project statement. Unity is a risk?

- Project phasing: improve. Work breakdown, deliverables(dates, what milestones).

- I have full confidence in your project but fix project plan.

**Nikolay:**

- App is divided in 2: 1 for grid and 1 for options.

- When run unity loads the graphics.

- Class diagrams?

**Teacher:**

- Not yet;

- After it1 we have to check the class diagrams and talk about it.