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The Flying Hippo

Meeting notes

Week 4

**Time:** 13:15-13:50

**Date:** 26.02.2019

**Chairman**: Atanas

**Secretary:** Filippo

**Absent:** None

* Discussion on initial design for iteration#1.
* Suggestion to write down in more functional way description of features.
* Discussion over the 3 steps of the system. (set up, simulation run, statistic generation)
* Suggestion over division of workflow and milestones based on features of the application, leading to
* Discussion over main user interface.
* Should deliver a proof of concept using unity for visualization of the simulation, to prove feasibility of the feature.
* Unity - 2 forms 1 for control of the simulation (where to spawn fires or people), 1 for visualization.
* Human behavior feature and general random features – explanation of features that team wishes to implement:
* brave index, escaping chances, extinguisher fails, fire spreading.
* Brief description of intended development for floor grid.
* Discussion over features which need to be delivered with first iteration, leading to:

**AGREED FIRST ITERATION FEATURES**

* Using fixed doors and doorways.
* Fire spreading influenced by floor layout in first iteration.
* Human behavior – suggestion of focusing over people escaping rather than fighting fires.
* Floor layout – visualize room no furniture.
* Controls- Spawn fires and people on desired floor spot.
* Statistics – general count of outcome of simulation.
* Discussion over revised documentation in the previous week.
* Suggestion over use of bidimensional array as choice data structure for the floor layout.