

Report for exercise final from group C

Tasks addressed: 5

Authors:

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Source code: <https://github.com/>.

The work on tasks was divided in the following way:

	Task 1	50%
	Task 2	50%
	Task 3	50%
	Task 4	50%
	Task 5	50%
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	Task 2	50%
	Task 3	50%
	Task 4	50%
	Task 5	50%



Machine Learning in Crowd Modelling & Simulation

This task is the outline of the final project. See the repository for further details.

Report on task 1, Setting Up The Software Environment 10%

We are going to use Unity for the visualization. For this task, we will create a Unity project and setup necessary settings.

Report on task 2, Two Dimensional Visualization 10%

We will prepare 2D assets and prepare Unity for 2D rendering.

Report on task 3, Additional Visualization Elements 30%

We will add and visualize target zones, trajectories, obstacles, spawning points similar to the first exercise.

Report on task 4, Basic User Interaction 30%

Users will be able to zoom in, zoom out, rotate, go forward and backward in the area of visualization; and they will be able to investigate the process by going forward and backward in time. We will implement these features.

Report on task 5, Three Dimensional Visualization 20%

We will move everything to 3D.

Note that since we can not precisely approximate the time each task will take, and since we can't be sure what kind of challenges we will face during the development; these values should not be determined correctly until the project is finalized.