Meeting Purpose: Establishing a vision statement/scope of the product.

Meeting Date: 9/13/2022

Attendees:

Professor Garfield

Professor Lasky

Jeff Cevallos

Juliana Altamira

Carly Bosma

Jeremy Mog

Kyle Garber

Jesse Slager

Annamaria Summer

Questions to ask:

* Is there going to be a hardware potion of this project?
  + Consoles, gauges, switches, etc.
* What information should the program display/keep track of (SimCraft Console)?
* Should there be specific scenarios, controlled scenarios and/or random scenarios?
  + Specific meaning the problems and ideal order are included with the simulation.
  + Controlled meaning that there is an individual actively adjusting the simulation in real time. A custom scenario.
  + Random meaning that based on a seed, the program will randomly create an issue.
* Should the simulator work from home, or will the entire training environment be localized in one area?
* Is there somewhere that the team can reference the best steps a Test Conductor determines?
* Should the program have a way to allow communication between users?
  + If so, should the case of “communication systems not working” be a variable when using scenarios?
  + Only text communications? Voice communications? Mix of both?
* Should the test conductor evaluate on a point system and administer a grade?

Notes:

* Points of Contact:
  + Prof Garfield (Product contact)
  + Prof Lasky (Customer)
* There are 3 primary roles in the project
  + Role 1: Flight Operator
    - Someone that adjusts any flight parameters/systems in response to an anomaly
    - This role is generally filled by students
  + Role 2: Flight Conductor
    - Someone that oversees the Flight Operators
    - This role is generally filled by instructors or student leaders (later in the course)
  + Role 3: Test Conductor
    - Someone causes the issues that the Flight Conductor and Flight Operators must address
    - This role will most likely not involve a student
    - This role may be filled for multiple groups by the same person
* Estimated size of groups range from 4-16 people
  + An average group will have 4 Flight Operators, 1 Flight Conductor, and a test conductor
  + Possibility of a very large group mission is not negligible
* The program shall log all the actions that a student takes during the mission
* The program shall be accessible on both iOS and Android devices
* End of first sprint goals (as defined by the customer)
  + Simulated Spacecraft Functions
    - Something modular, ability to adjust aspects of the spacecraft
  + Console/mobile framework testing in progress
    - Console/mobile devices performing simulated functions
* Ultimate goal is to have a mobile app that updates in real time and sends alerts to students, but for the first sprint, a proof of concept and a plan going forward is expected.