John Dai got a reflecting bottom

* need to be changing parameters for ENV files and understanding impulse responses
* V's code right now finds out locations based on time series data
* V wants us to make time series data
  + multiple receivers at different rangers and depths - only want one receiver closest to the transmitter
  + combine time series data:
    - sound files
    - need to understand output
    - converting .arr into audio file (data in time)
    - monotone sine waves at 28/30kHz
  + Can do any receiver
  + Is bellhop supposed to support sound files?
  + sound file extension should be
    - not big not compressed
  + Can we control how long the sound is? Short chirp or long pulse or continuous sound?
  + need to generate large simulations to test V's code
* testing moving sensors and receivers - multiple ways to do it which V is testing
  + cool idea: sending from one location and receiving at different depths and ranges to simulate movement
* 2D (moving to 3D later)
* bottom features characterization
  + organize in a spreadsheet by features & parameters
  + don't change: transmission frequency
  + note what you change and how
* splitting teams:
  + 2D .arr to audio file: Henry, Chris
  + bottom features characterization: Eeyi, John Dai

* For later, but important:
* 2D to 3D
* movment
* Things to try:
  + Getting full 360 view by moving receivers around
  + Adding a wall at the end of the simulated ocean

For this week: go through each parameter, write comments on the .env file on the

By Friday: Look at 6 lines each of the .env file

John 1-10, Eeyi 11-20

Write a comment on each line specifying what it means and set the value to what we expect in the pond

By Tuesday:

Henry: Researches audio file conversion

Chris, Eeyi, John: Changing bathymetry