Requirements - Simulator

September 27, 2024

The main purpose of this document is to document the simulators requirements and track questions/details that need to be addressed.

- What exactly is the scope of the functionality that needs to be simulated?

  - ☑ sensors? hardware emulation?
    up to them team, defined in scope

  - ☑ 3d or 2d graph model? what is expected?
    again, up to the team, defined in scope

  - ☑ does a physics engine need to be implemented/pulled in?
    again, up to the team, defined in scope

- Deployment & ISA requirements/expectations

  - ☑ on what hardware does the simulator need to run?
    on the hardware of the team, is presented at the end

  - ☑ is cross-compilation to other operating systems required? (linux, windows)
    team has windows and linux, so needs to run on these 2 platforms

  - ☒ is cross-compilation to different architectures (isa) required? (x86, aarch64, risc-v)
    not required, x86 is sufficient (however embedded hardware is probably not x86)

  - ☑ how's the software distributed? (expectations of teachers)
    teachers need to code in the repo, wont run it tho

  - ☑ does the code need to be available to the teachers?
    yes, in the repo

- Necessary files (as defined by the document)

  - ☑ what is needed in the first milestone?
    nothing specifically

  - ☑ seperate or incorparated
    again, might be beneficial to incorparate it into the it-project