29/1 Group meeting

Time: 09:00 - 09:45
Present group members: Oskar, Elias, Jonathan, Ken

TLDR:
Everyone needs to read the same material to get a basic understanding and to hopefully realize they want to specialize on.

Agenda:
- Recap yesterday meeting with Marco
- Decide what we can do individually
- Discuss the plan report
- Decide on milestones
- Social contract

Recap
The game-part of the project does not need to be to big, or rather, we can choose how much to prioritize it. The group seem to agree that it is mostly for presentation purpose. Main job now is to read relevant material that will be mentioned below and get a feel for what each member wants to focus on.

Individual assignment
- Think about group contract until next meeting. What are my ambitions? What are my goals and desires? Do I want "rolling" roles or static?
- Read all important material mentioned below

Read "Flocks, herds and schools.. " by Craig, "Particle Simulation using CUDA" by Simon Green, and skim through "Mathematics of Emergence". Also understand Thread Building Blocks (parallel for) and basics of spatial data structures.

If it is not enough to fill the time one can also delve deeper into something relevant of interest. For example instead of using spatial datastructures to detect collision, could we use the sight of each agent instead? Or one could look at evolutionary parameters and how they can be integrated (e.g. will smaller groups survive less than bigger groups).

Extras
- One purpose of Trello is to have a pool of extra things one can do if has time left of the 25 hours. Everyone should contribute with these kinds of extra tasks on Trello.

- In the future we should obviously have some knowledge of what each other member in the group are working with, one good way of achieving this is that we oppose on each others work once in a while (maybe part of Trello).