Expert Review

We firstly introduce Jane and Johan to the simulation. They will get to watch one from the group “play around”, while being explained how the controls work etc.

Afterwards they will be able to try the simulation themselves and evaluate the scene.

# Simulation feasibility

*Which aspects of the simulation works well?*

*Which aspects of the simulation does not work well?*

*Is anything crucial missing from the simulation and the focus of it?*

*Is anything in the simulation redundant/superfluous?*

*What would you use this kind of simulation for?*

*How big of a factor does realism have?*

*What kind of utility do you want in the scene?*

# Further work

**What is the next step for us to implement?**

*Which scenarios are important as well?*