Client-Team Meeting (2)

Venue:	Microsoft Teams (Online)
Date:	28 Nov 2025, 13:00
Participants:	- Tyler Cheng (Client) - Javier Alvarez Sanzberro - Eiad Elgharbawy - Amir Esfehani - Frank Pswarai
Goals/Objectives of Meeting:	- Provide Progress Report to Tyler - Ask for feedback - Request for Tyler's submitted reports or papers to help better direct us the direction that he wants

Progress Report

- Informed Tyler of how the game will be structured
  - First, the user will become familiar with the car controls, operating the vehicle, and moving through some free space without other vehicles or obstacles.
  - The second stage will have some NPC-like cars being added to the scenes to see how the user would perform on a road with some traffic like a real-life situation.
  - Eventually, we will increase the levels of difficulty through increased traffic and other things which we are still yet to decide.

- Informed Tyler of the prototype that has been generated but highlighted the fact that we had trouble moving the prototype from a personal computer to the University Lab PCs possibly due to differences in the Unity Versions
  - During the past week, the Unity Versions on the University Lab PCs had some potentially corrupted packages, preventing them from creating a project with all the required packages.
  - Frank did raise this issue to SECAM IT Support, and so far, one PC in the Games Development Lab received the update allowing users to create projects. Matt had told Frank that they would roll out this update to all the Lab PCs, but Frank will inform write to him so that there is written evidence of the PCs having such an issue.

Questions for and Feedback from Tyler

Question:

Would there be need for us to get any legal advice so that we avoid issues of people attempting to operate vehicles in the real world simply after using the driving simulation we created?

Answer:

- It may be best to consult the law clinic and explain to them the situation and what you are trying to avoid, however, this may not be necessary. Before visiting the law clinic, you would need a statement highlighting that it is strictly for academic/research purposes.
- It would also be good to read through the Modules description and guidelines to confirm if there are any protections. Because this is an academic research project, we should be under the protection that anything produced are strictly for research purposes and not to be taken as practical.

Question:

How would we connect the gaming rig controls to the simulation?

Answer:

- Sent a link to a Unity Discussion that talks about configuring the gear shifter for the simulation
  https://discussions.unity.com/t/using-a-thrustsmaster-wheel-in-unity/1569887

Key Takeaways or Next Steps to take:

- Carry on with the familiarisation training for users to get a feel of operating the car before throwing them on the road with other vehicles or testing them.
- Email Matt (IT Support) to reserve the gaming rig so that we do not lose access to it.