

# Client Meeting – COMP2003 (Group 17)

## Attendance:

Group Members:	Client:
<ul style="list-style-type: none"><li>• Javier Alvarez Sanzberro</li><li>• Amir Esfehani</li><li>• Frank Pswarai</li><li>• Eiad Elgharbawy</li></ul>	<ul style="list-style-type: none"><li>• Tyler Cheng</li></ul>

## Meeting Objectives

- Demonstrate Prototype to client.
- Enquire client what kind or categories of data they need at the end of the project.
- How client wants the data stored (excel format, database schema, etc.)
- Ways of collecting this data (In game metrics, in person questionnaire, etc.)
- If he would like us to add our own conclusions to the results

## Findings from the Meeting

### 1. The Data format for storing the data

- Store the data, preferably, as an excel sheet

### 2. How to Collect the data:

- Use driving scenarios for data collection
  - Scenarios like approaching traffic lights are good testing scenarios
  - For example, you can measure how far from the traffic light lines the driver stopped, the driver's reaction time to the change in traffic lights, etc.
  - Add checkpoints that we can use for testing
  - Also find ways of summarising the data – like pass rate (what is the ratio of passed scenarios)
- Also need to collect qualitative data
  - Through surveys/questionnaires – asking the test participants whether they enjoyed it, what to improve, and how confident they felt driving.
- **Keep in mind of GDPR Laws** – storing the data securely, avoiding breaches, and how to respond to users requesting their data or withdrawing consent, and ensuring no user data is exposed to unauthorised personnel during the testing stages

## **Next Steps:**

- 1.** Review Tyler's previous projects.
  - Use scenarios from Tyler's projects as inspiration for our own.
  
- 2.** Identify Scenarios to add to the simulation
  - Use Tyler-inspired scenarios.
  - Discuss with each other which scenarios we would like to include.
  
- 3.** Test out the Gaming Rig
  - Tyler is ready to assist if there are any issues.
  
- 4.** Work on Good Driver Behaviour
  - Determine what is good driver behaviour and how it measured in the real world.
  - Discuss how to measure driver behaviour in-game and how we will encourage/instil good driver behaviour.