

## **Daily Sprint Meeting (3)**

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| <b>Venue:</b>                       | Microsoft Teams (Online)  |
| <b>Date:</b>                        | 24 Nov 2025, 14:00  |
| <b>Participants:</b>                | <ul style="list-style-type: none"><li>• Javier Alvarez Sanzberro</li><li>• Eiad Elgharbawy</li><li>• Amir Esfehani</li><li>• Frank Pswarai</li></ul>  |
| <b>Goals/Objectives of Meeting:</b> | <ul style="list-style-type: none"><li>• Discuss progress made in Sprint 2 so far</li><li>• Any challenges, barriers, or areas of confusion faced in Sprint 2</li><li>• What each person is doing next for the current sprint.</li></ul> |

### **Sprint 2's Current Tasks**

- Background Research for the Driving Game
- Continue Developing GDD
- Continue developing Unity Skills and Knowledge
- Create a scene for the driving simulator – prototype
- Research roads laws in the UK (Added after the meeting)

### GDD Development

- Amir added the Legal, Social, Ethical and Professional (LSEP) section to the GDD

### Prototype Development

- Javier made use of a free asset from the Unity Store and tested its functionality in a demo scene that comes with asset. This prototype was uploaded to his personal GitHub repository, with the link to that repository in the official project's repository.
- However, we faced challenges in running the demo/prototype on a different PC.
  - When downloading the repository to a local directory and trying to run the directory as a Unity project, Unity responds with an error message stating, "This project is invalid".

### Background Research for Driving Game

- Found some games in the car driving simulation market: City Car Driving and The Long Drive.

## **What's next?**

### Road Laws in the UK

- To implement the road laws and key driving scenarios in the simulation, we must first know the roads laws in the UK and extract the driving scenarios that usually tested in driving tests.

### Prototype Development

- Work on developing a road or a small track in which we can test the movement of the vehicle
- Figure out how to get the prototype working on the University Lab's PCs.