TEAM 9 MEETING MINUTES

Internal Project Retrospective Minutes

Meeting Details

Team Name:	Team 9
Meeting Date:	22nd September
Time:	10:00AM - 10:30AM
Venue:	Faculty of Science Collaboration Room
Attendees:	Isaac, Josh, Dhruv, Dennis, Matthew
Absent Members:	Rodney
Minutes Taker:	Isaac

Agenda Details

Tasks	Sub-tasks
Discussions/ Clarifica-tions	• Discuss deliverables for sprint 2 • Reflect on Client Meeting • Revise project stories • Reflect on project timeline
Next Meet-ing	• Formalize new stories as git issues • Type up documents and submit Sprint 2

Meeting Commences (10:00am)

Isaac	Suggests we look at the outline for Sprint 2
Dennis	Enquires about the formatting we will be using for this Sprint
All	Agree on GoogleDoc
Matt	[Creates GoogleDoc]
Isaac	We should review our performance with respect to the user stories from Sprint 1
Dhruv	Would be a good idea to split into goals achieved, goals yet to achieve, and any changes to goals
Isaac	We need to assess our budget as well
Josh	Client seemed impressed by our prototype ver-sion in the prior meeting

Dhruv	He gave good suggestions for what to work on. We will append those to the git issues
Isaac	Some clarifications are in order, specifically about using colliders for boundary collision detection
Dennis	Otherwise our scope is still relevant
Isaac	We will need to allocate our time more effi ciently going forward, as there are a lot of goals to achieve, so we have to be working in parallel.
Matthew	Client gave good clarification about his require ments for the 3D environment. I will focus my work on those goals.
All	Agree
All	[Create list of stories and their current status]

Story	Goal Status
As a user I want to be able to see the particles in 3D so I can visualise the system	particles are viewable but environment hasn't been implemented
As a user I want to be able to create, destroy and move the particles so I can construct a custom simulation	Particles can be created and destroyed via the code framework, however not by a player
As a user I want to be able to pause, unpause and adjust the speed of the simulation, so I can observe the system in detail	Completed
As a user I want to be able to visualise the time and length scales, so I can make measurements in the simulation	Yet to implement
As a user I want to have a high and stable framerate, so I don't get motion-sickness in VR and the simulation runs smoothly	Completed as of Sprint 2. Needs to be revised constantly
As a user I want to be able to run multiple independent simulations simultaneously so I can compare many simulations	Yet to implement
As a user I want the simulation to look visually appealing, so the experience is more captivating	In progress – not implemented
As a developer I want to be able to input custom vector fields so I can expand the program to have	Completed

more features	
As a developer I want to be able to input custom particle interactions so I can expand the program to have more features	Completed
As a developer I want collision event detection so I can further implement my own features involving particle collisions	Yet to implement
As a developer I want an easy to understand and efficient data structures and algorithms for the physics calculations, so I can tweak it as per my desires	Completed

Josh	Overall, we still have many features to implement, especially with new specification from the client
Isaac	Main take-aways from client meeting, especially ray-casting for boundary collisions, lighting specification, the new simpler requirements for the boundary and the threading – such as thread pools and bags.
Matthew	We are tracking well for the amount of hours we have put in
Dennis	We all have plenty of time in our time budget to work on this for the next few weeks.
Dhruv	The project is falling behind schedule time-wise
All	Agree
Dhruv	We need to be willing to shed requirements
All	Agree to work on GoogleDoc tonight.
All	We will have another meeting later in the week to formalize new stories as git issues

Meeting concludes at 10:30am