

TEAM 9 MEETING MINUTES



Meeting Details

Team Name:	Team 9
Meeting Date:	1st September
Time:	9:00AM - 10:00AM
Venue:	Faculty of Science Common Room
Attendees:	Issac, Matthew, Rodney, Josh, Dhruv, Dennis
Absent Members:	None
Minutes Taker:	Matthew

Agenda Details

Tasks	Sub-tasks
Discussions/ Clarifications	<ul style="list-style-type: none">• Show prototype of simulation• Clarifications• Any help for Unity
Next Meeting	<ul style="list-style-type: none">• Talk over current project with Auditor• Report on any coding work done

Meeting Minutes with Client Starts

- Discussed roles with Client - Isaac
- Rodney poses questions to client
- Client solid 3d sphere (size and atomic)
- Get sizing off real world atom size
- Van der Waals radius of an atom
- This stage, event to fire when they become within reaction distance (van der Waals), fire event but not necessarily do anything with that event. Treat them like billiard balls for the time being
- Visually Van der Waals size
- Collision separate variable
- Transition from standard billiard ball to whatever happens in the next step
- Isaac - shows client current sandbox model
- Would like maybe transparent box for something like Isaac's current model
- Client to arrange for a free time to take some photos/measurements
- In Unity: Inspector (with elements on the side), private you can't see it in the inspector, but public then it will be in the inspector
- Workaround, serialized thing?

- Few workarounds with sliders
- Collisions between particles and wall
- Editor is your friend (visually a lot easier when compiling and without exposing variables)
- Analytics in unity, WINDOW, ANALYSIS, PROFILER, to see what is happening during simulation
- Running tests (general setting)
- Tests for example are particles still in the sandbox
- Assert to make sure is still there
- Prebuilt list of all PLS? Combinations

CLIENT FINISH 9:30

POST-MEETING

- Faster to have our own physics - Rodney
- Treat everything as rigid body - Rodney
- Matthew shows intellisense thing
- Formalise requirements
- Josh - decide on outputs and inputs for methods

END 10:00am