TEAM 9 MEETING MINUTES

Meeting Details

Team Name:	Team 9
Meeting Date:	13th August 2021
Time:	9:02AM - 9:50 PM
Venue:	Room 1 Barry J Library
Attendees:	Issac, Matthew, Rodney, Josh, Dhruv, Dennis
Absent Members:	None
Minutes Taker:	Matthew

Agenda Details

Tasks	Sub-tasks
Reports	• Any research done • Documentation
Discussions/ Clarifications	• Sprint Deliverables • Scope of work
Next Meeting	• Finish deliverables • Report on any coding work done

Meeting Minutes

- Introduction between auditor and all members
- Sprint 1 current team listings discussed amongst team
    - Josh - liaison
    - Rodney - project admin
    - Isaac- Team Leader
    - Dennis - Quality and Assurance
    - Dhruv - GitMaster
    - Matthew - Minute Taker

- Auditor gave his introduction

- Isaac - Completed research on vector fields
- Rodney described project to auditor
  Rodney research into C# and collisions
- Dhruv and Isaac research into unity and basic tutorial
- Josh and Matthew did played with unity

Sprint Deliverables

- All members open Sprint 1 Dennis reading out

- Dennis suggested simplify scope of work
- Isaac suggested outline Clients specifications of computer and environment (eg 60fps)
- Skills and Resources Audit : strengths and weaknesses (Matthew to edit and proofread)
- Risk Register: Will have whole meeting to discuss
- Isaac suggests coding within next week or two
- Project acceptance test: Dennis suggest 6 or 7 tests
- EG test run two at the same time (Isaac)
- Isaac formalise dot points and then $100 test from client specifications/ requirements
- Set of stories: expectations based off of client dot points provided. Based on scope of work

- SPRINT 1 Due Wednesday 18th, Personal 20th August

- Isaac talk about agile and scrum

- UX and how well we have coded so he can expand after the semester
- Provide a good base for client to work off
- IMPORTANT NOTES FROM CLIENT:
    - Architecture
    - Modular
    - 60-90FPS
    - Multithreaded code is needed
    - Shaders can optimise (peripheral)
    - Final product: closed sandbox with n particles that can interact with each other
    - Difficulty in adding particles (two boxes)
    - Create destroy particles
    - Scale (instead of unity, 10 micrometers eg)
    - Make particles bigger so user can interact with them (Dhruv)
    - Include specifications of computer
    - Speed up and slow down or pause the simulation (Josh)
    - Collision CORRECTION make sure we can check that two can collide rather than pass through, client provided few suggest (Rodney)
    - Three vector fields for consideration: Coulomb potential, Lennard-Jones potential and Morse Potential

- Ability to add fields, programmer can add a field class (Isaac)
- Stretch goal to add fields if need be (Rodney)
- Newtornian Physics (force accelerations etc)
- Wall collisions,
- Measurements in pressure, temp (maybe not change material of wall).
- Potentially ask client to see if we need added peripherals (now or closer to end of project)
- Know how to read periodic table and or molecule (peripheral)
- Tail of direction of molecule (Isaac)
- Small vibration model of two molecules (maybe stick together)
- Suggest of merging of molecules (Rodney)

Clearly Defined Roles for SPRINT 1 DELIVERABLES

Role	**Name**
Scope of Work	Dennis
Skills and Resources	Matthew (and little bit of everyone)
Risk Register	Dhruv
Project Acceptance Tests	Rodney
Stories	Isaac and Josh
Proof Reading	Everyone before sending off to Josh and Isaac

Week 3 Deliverables (SPRINT DELIVERABLES) - Isaac talked through
- Timesheets filled per person
- Minutes Completed (Matthew) before 5pm
- Dhruv created new git respository

Action Plan

		Name
To Do	• More research / training • Clearly define roles • Week 3 Deliverables (see above and below)	All

- Delivering next week - Isaac
- Tuesday Meeting with members over sprint deliverables
- Report on work members have completed
- Understanding of Unity and C#
- Coulomb potential (charge) , Lennard-Jones potential (short range) (main interaction for particles interacting with each other) and Morse Potential (large range)
- Decide on coding with meeting (check client repo) and have meeting later next week
- Isaac - SCRUM losing at things we need to do soon. Break into different sections.
- Every two weeks meet with client and then discuss with each other.

END: 9:50

Send email to client for $100 test (to Client)
Don’t have to meed auditor for a few weeks