Client Meeting

Week 4

Date: 18/08/2021

Start-time: 9am

End-time: 10am

Venue: Faculty of Science Meeting Room

Present: Dhruv, Dennis, Isaac, Josh, Matthew, Michael (cleint), Rodney

Meeting Formally Commences

Michael started the meeting by offering us a 3D printed model of the chemistry lab, as a suggestion on how we might design the 3d environment

Isaac explained the user story, splitting it into:

- Users who just wants to use the simulation
- Users who might want to expand on the simulation

Michael wants to be able to select an atom, and be able to see its properties, how fast it is moving.

Isaac inquires about whether this project is directed more towards developer or users

Michael says it is 70% towards developer and 30$ towards the users

Rodney explains how the project acceptance test is currently sort of a basic requirements test, but towards sprint 2 and 3 might get more technical

Michael inquires if the project acceptance test refers to a technical test or sort of a tick the boxes of the requirements

Michael says the project is easy to do testing on, because of it's modularity

The group wants to do the $100 test with Michael

Isaac starts off the $100 test:

User	$	Developer	$
See 3D Environment	5	Input Custom Fields	10
Change Particles	5	Input Custom Particle Interaction	10
Adjust Timescale	10	Collision event detection	10
Visualise Scale	5	Good Code	20
Stable Framerate	15		
Multiple Simulation	5		
Visually Appealing	5		

Total	50		50

Michael says having items like tables in a chemistry lab would act like an "anchor", will make the simulation feel better and people would feel less disoriented in a classroom environment compared to a blank space

Michael also feels like it would be great to have the ability to be able to hover around and follow the particles and interact with it

Josh asked if Michael would like the ability to destroy/create particles only when its paused or anytime

Michael would like to do it only when its paused, but feels like being able to do it anytime, and having the ability to grab things and moving it around would be suitable as the simulation is intended to be an exploration sandbox

Isaac feels like it would be helpful if the particles have a trace that would show where they are moving

Michael agrees

Rodney and Isaac enquire about predictive lines

Michael says a simple predictive trailing line might be doable

Isaac asks about what reactions Michael wants

Michael says he wants simple acid-base reactions

Michael explains about how unity is using a version of the entity component system

Michael warns to only use a version of unity with long term support

The meeting is concluded.