

TEAM 9 MEETING MINUTES



Meeting Details

Team Name:	Team 9
Meeting Date:	3rd September
Time:	9:00AM - 9:30AM
Venue:	Ezone North Conference Room
Attendees:	Isaac, Rodney, Josh, Dhruv, Dennis, Auditor
Absent Members:	Matthew
Minutes Taker:	Isaac

Agenda Details

Tasks	Sub-tasks
Discussions/ Clarifications	<ul style="list-style-type: none">• Any work done this week• Logged hours for study week• Mentor Meeting• New Brainstorm• Formalizing Roles• Soft deadline for framework
Next Meeting	<ul style="list-style-type: none">• Do more coding to learn Unity and C#• Role preferences

Meeting Commences (9:00am)

- Rodney [Puts the agenda on the screen]
- Isaac [shows prototype of simulation]
- Dhruv Matt is working on a 3D model of a classroom
- Dhruv It is useful to for us to make something in unity so we can learn
- Dennis Hasn't done anything in unity this week
- Josh Hasn't done anything in unity this week
- Rodney Asks auditor about working during study week
- Auditor We should add hours to week 6 but we should check the help forum. We should still submit hours for week 6 anyway.

Rodney	The mentor hasn't respond to our 2 emails this week. Will try to contact the mentor again, or else just submit the deliverables for week 6.
All	Agree
Rodney	Unsure weather to use unity's built in physics engine. Previously there was no clarification from the client, however he emailed this morning confirming we should make our own physics unit.
Rodney	Has experience in Newtonian. We should all do research towards it.
Rodney	[Shows a cleaned-up brainstorm on the screen from last meeting]
Isaac	Asks how we should split the workload
Dhruv	We should split up on based on the brainstorm branches
Isaac	Matt's job will be under the simulated environment branch.
Isaac	Would like to do logic.
Dennis	Is interested in logic but can do simulation environment
Dhruv	Doesn't mind doing "particles" or "simulation"
Josh	Would like to do particle
Dhruv	It would be good if people have experience
Isaac	There will be crossover between branches
Rodney	We need to make class definitions.
Isaac	Custom fields need to be added to brainstorm

Dhruv	Ask if we need to have custom particles
Rodney	We should get from the real world and as a stretch goal use the periodic table
Rodney	Particle class should have a constructor, so we can plug it into a UI in the future
Rodney	However it is not in the scope to make it be part of UI
Josh	We should have a database, possibly JSON
Isaac	Agrees
Rodney	That would make it expandable
Rodney	Roles are not finalised
Isaac	Many people will need to work on logic
Dhruv	Logic and Particle branches are linked
Rodney	Will reassess in future meetings
Rodney	Basic concept should be done by week 9
Isaac	Thinks earlier
All	Thinks week 9
Dhruv	Try for week 8
Auditor	We should consider finishing Sprint 2
All	Agree on end of week 7
Rodney	This concludes the agenda. Asks if anyone else has any points to consider.
All	We should have a meeting during study week.

Josh Client said solid spheres as an end goal

Rodney Gradient based would be easy

Meeting concludes at 9:30am