Meeting Minutes – Week 5

Team 9

Date: 25/08

Start time: 10:00am

End time: 11:30am

Venue: Faculty of Science Collaboration Room

Present: Dennis, Dhruv, Isaac, Josh, Matthew, Rodney

Meeting Leader: Rodney

Minutes: Isaac

Meeting Commences at 10am

First Agenda Point: Formalising New Roles for Sprint 2

Rodney asks for any recent progress / ideas

Matthew Has put 3D objects into unity

-Discussion about what roles we need to assign-

-coding / documentation / tester / manager may be viable-

-Discussion of what will be marked-

Rodney May need to do testing docs

Dennis Person who manages git should stay the same

All agree

Isaac we want a role for formatting documents

All agree

Rodney Emphasises that roles are not incredibly formal

Rodney Enquires about timeline leader

Final roles, by general consensus

Rodney Project Manager

Isaac is minute taker

Dhruv is project structure manager

Rodney is communications

Dennis is documentation manager

Next agenda point: code implementation

Josh	We should organise brainstorm by function/class for assigning requirements
Isaac	Brainstorm by user view
Dhruv	Discusses the structure of our clients existing code, and we should use it as a base
Josh	Enquires about force field per particle or particle per force field
Josh	“for every force, for every particle” will work well
Rodney	asks for opinions
Isaac	Agrees with Josh
Rodney	it won’t matter too much for 10 particles, asks for input
All	Agree on per force per particle
Isaac	enquires about how position works in unity
Rodney	Particle should be Mono behaviour, other classes shouldn’t
Isaac	explains the physics equations necessary

Isaac We need to discuss the attributes of particles

Attributes:

Velocity, mass, charge, accel, (size?)

Rodney Should we be able to customise particles?

Rodney How should we only render the balls?

Dhruv we should design to expand

All Agree

Dennis Next meeting, ask for specific particle sizes etc, periodic table,

Josh Custom particles that we can save

Matthew we should have a bland particle for testing

Rodney Introduces collision detection

Josh Brings up the dot product

Rodney we should have a max velocity, max timestep

Dennis Agrees

Rodney answered in testing

Isaac we should have a google doc for a draft of the code

Isaac we should sign off on function

Dhruv claims git handles this for us

All Agree to let git handle function signatures

Simulation attributes

So far:

Storage of particles

Timescale

Unity Scale (space)

Isaac introduces problems of collision physics

Rodney introduces bounding boxes

Isaac Collision may not be necessary

Rodney could have gradient-based particles

Isaac we should distinguish Static fields from dynamic fields

Dhruv who reviews pull request?

All Decide it should be communal

Meetings ends 11:30am