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**TEAM 9 MEETING**

**MINUTES**

**Week 9 Group Meeting**

**Meeting Details**

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| **Team Name:** | Team 9 |
| **Meeting Date:** | 20th October |
| **Time:** | 9:00-9:30 am |
| **Venue:** | Faculty of Science Common Room |
| **Attendees:** | Michael (Client), Dhruv, Isaac, Matthew, Josh, Dennis, |
| **Absent Members:** | Rodney |
| **Minutes Taker:** | Dennis |

**Agenda Details**

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| --- | --- |
| Tasks | Sub-tasks |
| Discussions/Clarifications | * Demonstrate the simulator to the client |
| Next Meeting |  |

**Meeting Commences (9:00am)**

Isaac Demonstrates the end product to Michael (Client)

Isaac mentions on how the group made everything relative to the box

Michael Mentions it’s great that we made our own physics engine because unity’s physics engine will not allow us to make everything relative to the box

Isaac Mentions the shortcomings of the project such as how we cant duplicate the box

Isaac Mentions that there are foundations that would allow the duplication to be done easily

Michael Doesn’t mind, insists that the functionality is what matters

Isaac Mentions that the coulomb and lennard jones potential is implicated to the simulator

Isaac Mentions a function that if you wanted to add another field, there is a converted which converts the physical unit to the unity units

The group Demonstrates the other features such as the destroy particles, adding random particles and the box slider

The group Also demonstrates that all the comments on the functions will be in an html format

Matthew Demonstrates the mouse movement functions as a placeholder since we don’t have access to VR equipment

Matthew Mentions that all the lighting has been baked

Isaac Shows the documentation, with a guide for developers and a guide for users as well

Michael Says the group did a great work on establishing a solid foundation for future developments

Michael Thanked the group for their work

**Finishing at 9:30 am**