**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.**