****

**TEAM 9 MEETING**

**MINUTES**

**Internal Project Retrospective Minutes**

**Meeting Details**

|  |  |
| --- | --- |
| **Team Name:** | Team 9 |
| **Meeting Date:** | 22nd September |
| **Time:** | 10:00AM - 10:30AM |
| **Venue:** | Faculty of Science Collaboration Room |
| **Attendees:** | Isaac, Josh, Dhruv, Dennis, Matthew |
| **Absent Members:** | Rodney |
| **Minutes Taker:** | Isaac |

**Agenda Details**

|  |  |
| --- | --- |
| Tasks | Sub-tasks |
| Discussions/Clarifications | * Discuss deliverables for sprint 2 * Reflect on Client Meeting * Revise project stories * Reflect on project timeline |
| Next Meeting | * Formalize new stories as git issues * Type up documents and submit Sprint 2 |

**Meeting Commences (10:00am)**

Isaac Suggests we look at the outline for Sprint 2

De nnis Enquires about the formatting we will be using for this Sprint

All Agree on GoogleDoc

Matt [Creates GoogleDoc]

Isaac We should review our performance with respect to the user stories from Sprint 1

Dhruv Would be a good idea to split into goals achieved, goals yet to achieve, and any changes to goals

Isaac We need to assess our budget as well

Josh Client seemed impressed by our prototype ver- sion in the prior meeting

Dhruv He gave good suggestions for what to work on. We will append those to the git issues

Isaac Some clarifications are in order, specifically about using colliders for boundary collision detection

De nnis Otherwise our scope is still relevant

Isaac We will need to allocate our time more effi ciently going forward, as there are a lot of goals to achieve, so we have to be working in parallel.

Matthew Client gave good clarification about his require ments for the 3D environment. I will focus my work on those goals.

All Agree

All [Create list of stories and their current status]

|  |  |
| --- | --- |
| Story | Goal Status |
| As a user I want to be able to see the particles in 3D so I can visualise the system | particles are viewable but environment hasn’t been implemented |
| As a user I want to be able to create, destroy and move the particles so I can construct a custom simulation | Particles can be created and destroyed via the code framework, however not by a player |
| As a user I want to be able to pause, unpause and adjust the speed of the simulation, so I can observe the system in detail | Completed |
| As a user I want to be able to visualise the time and length scales, so I can make measurements in the simulation | Yet to implement |
| As a user I want to have a high and stable framerate, so I don’t get motion-sickness in VR and the simulation runs smoothly | Completed as of Sprint 2. Needs to be revised constantly |
| As a user I want to be able to run multiple independent simulations simultaneously so I can compare many simulations | Yet to implement |
| As a user I want the simulation to look visually appealing, so the experience is more captivating | In progress – not implemented |
| As a developer I want to be able to input custom vector fields so I can expand the program to have more features | Completed |
| As a developer I want to be able to input custom particle interactions so I can expand the program to have more features | Completed |
| As a developer I want collision event detection so I can further implement my own features involving particle collisions | Yet to implement |
| As a developer I want an easy to understand and efficient data structures and algorithms for the physics calculations, so I can tweak it as per my desires | Completed |

Josh Overall, we still have many features to imple ment, especially with new specification from the client

Isaac Main take-aways from client meeting, especially ray-casting for boundary collisions, lighting specification, the new simpler requirements for the boundary and the threading – such as thread pools and bags.

Matthew We are tracking well for the amount of hours we have put in

Dennis We all have plenty of time in our time budget to work on this for the next few weeks.

Dhruv The project is falling behind schedule time-wise

All Agree

Dhruv We need to be willing to shed requirements

All Agree to work on GoogleDoc tonight.

All We will have another meeting later in the week to formalize new stories as git issues

**Meeting concludes at 10:30am**