Diving into project regarding Simplified Small-Molecule Dynamics for Education in Virtual Reality, the need for fluency in C# and some insight into the program Unity3D, multithreading and vector maths is very important. Our client has made his objectives clear for what we as a team will need to deliver.

The members of our teams skills and experience are as follows:

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| **Name** | **Skills/Experience** |
| Dennis | * Studying Data Science and Marketing * Works well in Python, HTML, CSS, SQL and Java * Experience in front end web development * Minimal experience with C/C++ * Physics experience |
| Dhruv | * Studying Engineering Science (Software) and Computer Science * Works well in C, Python, C++ and Java * Internship doing front end web development * Proficient with using GitHub (potential GitMaster) * Minimal experience with C# * Physics experience |
| Isaac | * Studying Computer Science and Applied Math * Works well in C, Python, Java and JavaScript * Interest in machine learning * Minimal experience with HTML, CSS, C++ * Proficient in physics |
| Josh | * Studying Computer Science and Data Science * Works well in Java and Python * Minimal experience with C/C#, HTML and CSS * Interest in 3D animation and game design |
| Matthew | * Studying Computer Science and Electronic Music and Sound Design * Works well in C, Python HTML, CSS Java and SQL * Visual aspects done to a high standard * Good with communication and UI Design * Proficient in Blender (3D animation/modelling) Photoshop, Illustrator and Adobe Creative Suite * No experience with C++, C# or Javascript |
| Rodney | * Studying Computer Science and Data Science * Experience in C++, C, HTML, CSS and Javascript * Collision knowledge * Minimal experience with C# and SQL * Interests in 3D and game design * Experience running a game in Unity smoothly |

With these skills of the team and the scope of the project in mind, we have decided that the main skills and tools the team will need to acquire for the project are:

* Revision of data structures (especially in C#)
* Comfort operating within the Unity3D program
* Creating a basic sandbox environment to operate in
* Creating an environment that will run between 60-90 FPS (frames per second)
* Ability to create a solid foundation for future extension
* Understanding of the following:
  + Vector fields (Coulomb potential, Lennard-Jones potential and Morse Potential)
  + Multi-threaded Code
  + Basic newtonian physics
  + Collision correction in Unity3D
  + Modular Code