**Sprint 1 – Project Acceptance Tests**

Team 9

Dennis, Dhruv, Josh, Isaac, Matthew, Rodney

1. **Introduction**

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 mathematics is very important. Our client has made his objectives clear for what we as a team will need to deliver, as well as the technical requirements for the project.

1. **Skills Audit**

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

|  |  |
| --- | --- |
| **Group Memeber** | **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 Mathematics * Knowledge of 3D graphics * Experience with physics and particle systems * Experience with vector calculus * Experience with Git * Familiar with Object Orientated Languages such as Java and python * Unfamiliar with Unity and C# |
| 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 |

1. **Final Remarks**

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:

* Data structures and Algorithms in Unity and C#
* Comfort operating within the Unity3D program
* Efficient use of shaders for framerate optimization
* Entity Component System (ECS)
* Designing framework code (compared to producing code that runs a program)
* Version control (Git)

And an understanding of the following:

* Vector fields (Coulomb potential, Lennard-Jones potential and Morse Potential)
* Vector Calculus
* Multi-threaded Code
* Basic Newtonian physics
* Collision correction in Unity3D
* Multithreaded Code

The current knowledgebase of our team collectively is broad enough to encompass many of these areas, however hours will need to be dedicated towards learning these new skills as this project requires a proficient understanding of all the areas.