

MAD SABINO MEETING MINUTES

Date: September 14th, 2021 Attendees: Miguel Villanueva, Alex Peña, Dawson Hill

Open Issues

- What questions are we going to ask for the client interview?
- In what order will we ask the questions?
- Who is going to ask each question?

What's New?

- Consolidated questions for client interview.
- Went over each question we had and reviewed it, decided who was going to ask it, and decided when we are going to ask it.
- Other preparation was done for the client interview as well.

Before Next Time

- Prepare for client interview.

Other Notes

- Here is the consolidated list of questions -
 1. Introduction (Names, Team Name, etc)
 2. (M) End Goals
 - a. Mass distribute/make money?
 - b. Educational/research?
 - c. Bring up Unity and Github, how will they fit into this type of usage (licensing, etc)
 3. (A) Why build a virtual environment?
 - a. What sets this apart from auditor cues/instructions?
 - b. i.e., why virtual rather than non-virtual?

4. (D) How will user interact with virtual environment?
 - a. Screen or VR or
 - b. Screen/Vr → software → PC → Microcontroller → Sabino
 - i. Microcontroller
 1. What specific hardware?
 2. What data is being sent?
 3. Is there more work to be done at this level?
5. (D) Will this project consist of just the virtual 3d environment, or do the movements need to be mapped as well?
 - a. Does a Unity tool need to be developed, so non-programmers can open unity and add more levels/tasks without having to program? * Goes into possibly two branches of development *
 - i. Physical Mapping
 - ii. Virtual World
6. (M) What are the target values and requirements? (measurable environment items)
 - a. For example, how many tasks/assessments would you like to see?
 - b. What does this all entail?
7. (M) Can you provide a description of all the physical movements?
8. (A) What are the type of/the list of configurable settings that a given task/assessment may need? Is there a hard-set list, or does it depend on each task?
 - a. Settings page with sliders, checkboxes, etc
9. (A) How soon can we begin actual development on the environment and mapping? And to the same point, how often can we have access to the blue sabino?
10. (D) What do the development phases look like?
11. (M) What should the budget be used for?
 - a. Assets
 - b. Additional hardware
 - c. Licensing

Next Meeting (Client Interview)

September 16th | 3:30 PM @ IIRC 105