**Minutes**

Meeting ProCP week 13 (11/12/2019)

**Participants:**

|  |  |  |
| --- | --- | --- |
| Role | Name | Present |
| Tutor | Qin Zhao | x |
| Project Leader | Redzhep Molaahmed | x |
| Project Member | Son Duong | x |
| Project Member | Imran Touqi | x |
| Project Member | Dean Selivestrov | x |
| Project Member | Huy Bui | x |
| Project Member | Abraham Ackom-Mensah | x |

**Questions:**

**Review:**

* Question about threading, proposal problems.
* Unit testing: not returning any data -> confused.
* Certain input that is not expected -> do the unit test
* Solve conflict.
* Demo the application: Avoiding fire whilst moving and spawning people randomly.
* Unit test with 15 people input ( Suggestion: warning too much people when user entering data into the form. )
* Test the limitation in number of people and other variables.
* Suggestion: 20 group of people instead of 20 people.
* Review iteration 3 plan.
* Review design document.
* The fire spreading isn’t important now, focus on other aspects of the application.
* We got the CONCEPT - yaaaaaa.
* Imran missing next week.
* **Unit test should have a document because we design our unit test** (design our input).
* **A lot of proposal for iteration 3 -> prioritize it.**
* **We need a structure design for application (the design are collapsed now)**
* ***Expected report the real situation of the simulation ( result: time, survivor,...) -> given time, number of people.***

**To do:**

* Test different scenarios to take the output of limitation.
* Merge all the work.
* Finish statistics.
* Put reset button in the application.
* Document when doing the unit test.
* Structure our design (how we separate class and manager for fire/people- agent class)
* 20/1 - Monday we gonna deliver last product - fully functioning simulation.

**Work in process:**

* Statistic (different kind of graph, saving to a file)
* Reset button and Warning message.
* Multiple simulation.
* Document
* Test limitation of the application for flaws.