

Client Meeting Notes Summary – 02 Apr 20

Team Update:

Not a whole lot has been completed due to the recent lifestyle changes and issues with DIS middleware.

General Notes:

Issue:

- OpenDIS C#7 is incomplete

Topics:

DIS Middleware:

- Unity is in C# therefore a C# library is required for easy integration
- Possibility of KDIS
 - o Written in java – we would then have to use VBS to visualise the crowd behaviours unlike Unity that let's us visualise before integration
- OpenDis C#6
 - o Looks complete
 - o Look for main file and main method
- Integration → need the VBS IOT visualise the Unity simulation in the real-life framework – see everything actually working with physics applied
- Recommended: spend some time importing DIS and implementing it as a method inside Unity code (it is the main bottleneck)
 - o Stop researching & start coding

Behaviour Models:

- Tran → shared screen to show improved flock behaviour with better randomisation
 - o Idea of casting the code into a human flee behaviour model
 - Explosion in a market idea
 - o Two models: Flock and humans (flee)

Outcomes:

Sura – please contact for help on any issues that arise

- Aim to have something going into the network on Wireshark
- Weekly catchups even without progress

Tate – send an email to Erandi about remote lab access for VBS and send Functional Specification to Sura for review