**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
  + 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
  + Looks complete
  + 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)
  + Stop researching & start coding

Behaviour Models:

* Tran 🡪 shared screen to show improved flock behaviour with better randomisation
  + Idea of casting the code into a human flee behaviour model
    - Explosion in a market idea
  + 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