Meeting Notes for 2017-12-11
Team PolyVox

Members Present: Richard Cunard, Braxton Cuneo

Action requirements:
- Have a working version of Unity installed - Everyone
- Determine how to make 3D geometry appear and disappear in Unity - Richard
- Finish preliminary design work on Yggdrasil - Braxton

1. The meeting began with Richard explaining that he hoped to get a high-level view of which components are dependent on other components, and to attempt to determine what the first steps of the project need to be.
2. Braxton then explained that he had found that Unity does not natively support OpenCL, and that he is determining if there is a way to implement it in a platform agnostic manner.
3. Richard then brought up the presentation to be given during the meeting at Intel. The group agreed that likely the presentation would deal with lower-level details, given that the representatives at Intel have likely looked over the design document.
4. Braxton then explained that he plans to implement 'work stealing' in Yggdrasil, and went over the technical process behind it.
5. The group then moved on to working on task dependencies to determine what the first step in the development would be. Braxton created a google drawing for the group to collaborate on.
6. After debating how to represent dependencies, the group agreed to build a flowchart
7. The remainder of the meeting was spent building the flowchart for use in the presentation at Intel.
8. Richard agreed to begin working on having geometry appear in Unity, while Braxton will finish general design of Yggdrasil.