

## **Client Meeting Notes Summary – 28 May 20**

### **General Notes and Queries:**

- Team updates
  - Bridget – Second simulation (crowds) almost complete, struggling with explosion
  - Tran – Boids polishing
  - Andrew – Successful integration with Boids (waiting for Crowds)
  - Tate – ECEF integration and config
- Coordinates
  - Use the ConvertUCStoGPS method and the Find Meters per Lat method
    - just copy paste the code into our code directly, rather than using an import
  - Do XYZ to LLA to ECEF's XYZ
- Config File
  - Include a measure for the distance Birds will stay apart in the config json file
- GitHub Repo
  - Clean Github
    - Some unity assets overlapping (scenes)
    - Obj & Sln files
  - Update the README with
    - An intro
    - How to use our code (allow others to replicate our work)
    - How to get the receiver working (as well as our projects in Unity)
    - How one could contribute to our code
  - .ignore files

### **To Do:**

- Deliverables
  - Push everything to Github (finalised)
  - Clean
- Last testing
- Final presentation preparation/documentation