Client Meeting Notes Summary – 28 May 20

General Notes and Queries:

- o Team updates
  - o Bridget – Second simulation (crowds) almost complete, struggling with explosion
  - o Tran – Boids polishing
  - o Andrew – Successful integration with Boids (waiting for Crowds)
  - o Tate – Easy EF integration and config
- o Coordinates
  - o 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
  - o Do XYZ to LLA to EasyEF's XYZ
- o Config File
  - o Include a measure for the distance Birds will stay apart in the config json file
- o GitHub Repo
  - o Clean Github
    - ▪ Some unity assets overlapping (scenes)
    - ▪ Obj & Sln files
  - o 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
  - o .ignore files

To Do:

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