**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 – Easy EF 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 EasyEF'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