Group 03 Transcript

All participants are female

Though the recording is over two hours long it was only transcribed up till the two hour mark. This is because due to the group believing they’ve run out of time they start with documentation at 1:23:00. Parts are also translated from Dutch to English.

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|  | Recording 162:59 |
| 0:00:01.6  PERSON 1 | Yeah |
| 0:00:02.7  PERSON 2 | Yeah |
| 0:00:02.8  PERSON 1 | Ok, well, let’s start with the context [laugh] ok. It’s more like the overall |
| 0:00:17.7  PERSON 2 | Yeah |
| 0:00:18.0  PERSON 1 | Right, all the external and internal |
| 0:00:20.6  PERSON 3 | Yeah |
| 0:00:21.4  PERSON 1 | Or all the external elements that have an interaction with an internal element |
| 0:00:30.4  PERSON 2 | Yes |
| 0:00:32.6  PERSON 1 | Do they have external elements that they need or- |
| 0:00:42.9  PERSON 3 | Wait, do we have to start with a [inaudible] before, or the- |
| 0:00:45.9  PERSON 1 | No it’s up to 50 minutes. Or yeah, we can do it but it’s not necessary. Yeah I don’t know, what do they mean. |
| 0:01:12.8  PERSON 2 | If we take our- |
| 0:01:13.5  PERSON 1 | Maybe we need an official map of the area, so maybe that’s an external- I don’t think that application creates a map itself, right |
| 0:01:23.0  PERSON 3 | No I don’t think so |
| 0:01:24.4  PERSON 2 | I don’t think the map is going to be external, because they say that you are only allowed to create your own maps. And that you have only four way crossings and no one ways. So I don’t think you can do a google maps integrated service. |
| 0:01:38.3  PERSON 1 | Ok but is there something else integrated, or |
| 0:01:41.0  PERSON 3 | Can we just look at our own context viewpoint and take elements of that one |
| 0:01:45.3  PERSON 2 | Yeah |
| 0:01:45.8  PERSON 3 | I think a file system would be an external thing |
| 0:01:50.4  PERSON 2 | User file system then, because it’s your own map. The plugins, no google maps, so which plugins should it have |
| 0:02:02.9  PERSON 3 | I don’t think that there are going to be any plugins |
| 0:02:04.6  PERSON 1 | No |
| 0:02:05.9  PERSON 2 | Ok |
| 0:02:06.3  PERSON 3 | It’s a very simple system, it doesn’t really do anything outside, just- it’s more mathematical thing on the inside |
| 0:02:14.2  PERSON 1 | Yeah |
| 0:02:15.8  PERSON 3 | Does it have flash? I think so and you could do things, right. And then it would be visual. And that’s flash. it doesn’t necessarily have to be flash to be visual |
| 0:02:29.6  PERSON 3 | But it has to be something |
| 0:02:30.3  PERSON 1 | But there are no requirements of the program itself. Right or- |
| 0:02:35.8  PERSON 3 | No I don’t think so [inaudible] can be on time so that it updates, like every millisecond |
| 0:02:44.2  PERSON 1 | Yeah. But like, you can create a map, but that map, is that your own creation or is it like a real-life- |
| 0:03:02.2  PERSON 3 | No |
| 0:03:02.8  PERSON 1 | No, your own creation |
| 0:03:03.4  PERSON 3 | It’s your own creation |
| 0:03:04.0  PERSON 1 | Ok. Because it says you can’t have T intersections and stuff, so that’s really your own |
| 0:03:08.6  PERSON 3 | Yeah |
| 0:03:09.9  PERSON 1 | Ok, so it’s not- |
| 0:03:10.0  PERSON 3 | Here |
| 0:03:10.8  PERSON 1 | It’s not that you use some existing information about roads or ok- |
| 0:03:17.1  PERSON 3 | No, it’s gotta be. There were too many dependencies, there are some- yeah here. In this section it says that there may not be one way roads, no T sections, and it must all be- always with the traffic lights |
| 0:03:37.1  PERSON 1 | Yeah |
| 0:03:39.1  PERSON 3 | I don’t think this exists in the real world |
| 0:03:41.1  PERSON 2 | No, they don’t [laugh] |
| 0:03:42.9  PERSON 3 | I need at least six of these intersections to make the program work |
| 0:03:47.7  PERSON 2 | Yeah |
| 0:03:47.7  PERSON 1 | Ok |
| 0:03:49.8  PERSON 2 | Ok so what else, we have the libraries in our own [inaudible] mind. |
| 0:03:59.7  PERSON 1 | Yeah, there is no information on the- |
| 0:04:04.6  PERSON 2 | Technical |
| 0:04:05.4  PERSON 1 | Yeah, or like the- how do you call it, the |
| 0:04:10.0  PERSON 3 | External |
| 0:04:10.0  PERSON 1 | The structure of the program. We can’t look into the files, the directories |
| 0:04:16.8  PERSON 2 | Yeah |
| 0:04:18.5  PERSON 3 | I don’t think the context is that big actually. I don’t think it’s going to- I think the functional is going to be very big, and information a little. |
| 0:04:25.9  PERSON 2 | Not even the information, functional mostly |
| 0:04:27.9  PERSON 3 | Yeah |
| 0:04:28.3  PERSON 1 | Ok so if we say the context is only a user file system, as an external element, is that it then, or? |
| 0:04:38.6  PERSON 2 | Well- Looking at this [inaudible], we have the user saying |
| 0:04:41.9  PERSON 1 | Oh yeah, the use [inaudible] |
| 0:04:42.2  PERSON 2 | Oh yeah. |
| 0:04:43.9  PERSON 1 | And that’s external |
| 0:04:45.0  PERSON 2 | Three [inaudible] of information, I don’t know. I can imagine there’s like a help function or something, but- |
| 0:04:51.8  PERSON 3 | Yeah- I think- |
| 0:04:54.0  PERSON 2 | Yeah, but we don’t know that because we can’t look at the program |
| 0:04:56.4  PERSON 3 | But that doesn’t matter because we can design our own program. But they say that you should not- maybe we should not make it too difficult because it is for students. |
| 0:05:05.1  PERSON 2 | Yeah that’s true [inaudible] |
| 0:05:10.7  PERSON 3 | I think there could be libraries depending on the language they choose. |
| 0:05:14.5  PERSON 2 | Yeah |
| 0:05:15.8  PERSON 3 | But if they do have java that [inaudible] yeah |
| 0:05:17.6  PERSON 2 | And there are [inaudible] abilities right |
| 0:05:22.4  PERSON 3 | Plugins, I don’t think- |
| 0:05:24.9  PERSON 2 | No, I don’t think so |
| 0:05:26.3  PERSON 3 | But libraries maybe |
| 0:05:28.5  PERSON 2 | And they are internal or external |
| 0:05:34.4  PERSON 3 | If we had a feedback- |
| 0:05:35.6  PERSON 2 | We would know |
| 0:05:37.4  PERSON 3 | Yeah |
| 0:05:43.0  PERSON 2 | Ok so, the application itself, libraries, how do we call it, like, the language part. Or is that a library |
| 0:05:53.1  PERSON 3 | No that’s not a library, that’s part of the development view. The language |
| 0:05:57.3  PERSON 1 | Yeah not- yeah |
| 0:05:58.1  PERSON 2 | Ok, so it’s not included in the context |
| 0:06:00.1  PERSON 3 | No |
| 0:06:00.5  PERSON 2 | Or in- |
| 0:06:01.2  PERSON 3 | No. it’s too high level, the context |
| 0:06:02.9  PERSON 2 | Ok. So we only have the user file system, the user, the application itself, libraries. That’s it then? |
| 0:06:11.9  PERSON 1 | For now I think so |
| 0:06:12.6  PERSON 2 | Yeah, well maybe- |
| 0:06:12.6  PERSON 3 | Yeah I think so. I think we only have- |
| 0:06:16.8  PERSON 2 | [inaudible] something later on |
| 0:06:18.5  PERSON 3 | This is quite nice, because it’s not an event ticketing system [laugh] |
| 0:06:24.7  PERSON 2 | It’s actually an application, so maybe just [inaudible] for us |
| 0:06:27.7  PERSON 3 | Yeah. Maybe that’s why they chose it. |
| 0:06:32.2  PERSON 1 | Yes |
| 0:06:33.9  PERSON 2 | Ok |
| 0:06:34.4  PERSON 3 | Functional? Yeah |
| 0:06:36.7  PERSON 1 | Ok, so we have two hours and we’re done with the first one in six minutes |
| 0:06:39.4  PERSON 3 | Yes awesome |
| 0:06:42.4  PERSON 2 | Ok. Ok I already have, for the functional, creating a map, lying out roads |
| 0:06:56.2  PERSON 3 | Yeah you can also create the lengths of the road. I don’t know if you have to tell that too. Is that too detailed. |
| 0:07:17.5  PERSON 2 | Ok yeah, should allow for varying lengths, to be placed. |
| 0:07:33.3  PERSON 3 | Maybe we could make a section on rules, because there were also some rules, because it says here, at least six intersections- |
| 0:07:40.1  PERSON 1 | Yeah |
| 0:07:40.1  PERSON 2 | Yeah |
| 0:07:40.8  PERSON 3 | And then there was another one. All intersections will be four way |
| 0:07:46.1  PERSON 1 | Yeah |
| 0:07:47.4  PERSON 3 | And they are with or without sensors- or that you can determine yourself. |
| 0:07:53.2  PERSON 1 | And they must have traffic lights? |
| 0:07:55.2  PERSON 3 | Yeah |
| 0:07:55.5  PERSON 1 | That’s also a rule yeah |
| 0:07:57.5  PERSON 3 | Where is that rule |
| 0:07:58.7  PERSON 1 | B |
| 0:08:02.8  PERSON 2 | So is that then, how can we model that, is that a tree or something. That you should- like |
| 0:08:10.4  PERSON 1 | No |
| 0:08:10.7  PERSON 2 | If you have- yeah I bet that it’s kind of a loop. Or you have to test that you- just check |
| 0:08:18.3  PERSON 1 | Yeah that’s true |
| 0:08:18.7  PERSON 3 | Whenever you have, like, enough of traffic lights, or- I think it’s a test that it has to just check everything. You can’t say that is this one’s ok then we skip the rest |
| 0:08:32.2  PERSON 1 | Yeah no no, that’s true, but- how are we going to model it |
| 0:08:38.7  PERSON 2 | Do we already have to think about that? [inaudible] separate |
| 0:08:41.7  PERSON 3 | No when you compile the program, when you say one then it checks, ok, it’s ok, or you can say, hey check my program. And then it tests it. Yeah I don’t think it really matters when you do it. At least if you do it before it start running, the simulation |
| 0:08:59.7  PERSON 2 | Let’s just write them down for now |
| 0:09:01.2  PERSON 1 | Yeah ok |
| 0:09:02.9  PERSON 2 | And then discuss it later |
| 0:09:04.3  PERSON 1 | But rules, are that then in the functional. Or is that in information |
| 0:09:08.3  PERSON 2 | No, functional. It’s not an information flow |
| 0:09:11.6  PERSON 3 | No ok. It’s just to check if it’s all there |
| 0:09:14.7  PERSON 2 | Yeah |
| 0:09:17.4  PERSON 1 | Is there in the context viewpoint, business rules something. Yeah, no idea, I think it’s |
| 0:09:26.5  PERSON 2 | Yeah you have a business process model notation, but Yeah. Ok so at least intersections |
| 0:09:38.6  PERSON 2 | Yeah. Traffic lights |
| 0:09:47.6  PERSON 1 | Yeah |
| 0:09:48.0  PERSON 2 | Oh, intersections will be four way. No T intersections. No one- |
| 0:09:58.7  PERSON 1 | Yeah but, no T intersections, that’s maybe not something you can create, or- |
| 0:10:05.6  PERSON 2 | That’s a rule I guess, because he’s gonna check if it’s there, and if it’s there he will say it’s an error. |
| 0:10:11.2  PERSON 1 | Oh will- that’s a little hard because we don’t know how the program looks like, maybe you can just drag and drop an intersection. |
| 0:10:20.7  PERSON 3 | I think they want you to create roads, so that you get this. And then this is like where your simulation once, and that you see these intersections, but then the roads don’t end and cars can just flow in and out. But you don’t see what happens here. |
| 0:10:40.3  PERSON 1 | Yeah but how do you draw |
| 0:10:42.2  PERSON 3 | I think [inaudible] if you want to drag or drop, do it on a grid, click |
| 0:10:48.5  PERSON 1 | Because if you choose drag and drop, you don’t have to- like you don’t have to put the possibility of a T- what is it called- T intersection on it. So you can just only drag a four way- |
| 0:11:04.5  PERSON 3 | That you only can drag these crosses |
| 0:11:06.1  PERSON 1 | Yeah. Do that you don’t- yeah I don’t know |
| 0:11:11.0  PERSON 3 | I think that’s a good idea. yeah |
| 0:11:13.5  PERSON 1 | Because at least one rule last then. But I don’t know. |
| 0:11:17.7  PERSON 3 | Yeah we can- |
| 0:11:18.4  PERSON 1 | That was what I had in mind, but- |
| 0:11:20.8  PERSON 3 | Yeah because if you have single parts and you can just say, ok I have a single part like and a single part like this |
| 0:11:25.6  PERSON 1 | Yeah |
| 0:11:26.1  PERSON 3 | But if you have the crosses then you can’t have that. Yeah |
| 0:11:29.0  PERSON 1 | Yeah and it’s way less complex because- |
| 0:11:31.4  PERSON 3 | Yeah |
| 0:11:32.0  PERSON 1 | You also don’t have those one way roads |
| 0:11:35.9  PERSON 3 | Yeah and if you already add the traffic lights to the crossings, then you also don’t have that anymore. |
| 0:11:41.9  PERSON 1 | Yeah yeah ok |
| 0:11:43.3  PERSON 3 | I think that’s a good idea |
| 0:11:45.3  PERSON 1 | So |
| 0:11:48.2  PERSON 2 | And now we have to make a picture of this, and also send this right. Something like that. |
| 0:11:52.0  PERSON 1 | I guess so |
| 0:11:55.2  PERSON 2 | We don’t have to write something down yet right |
| 0:11:57.4  PERSON 3 | No if you want to play a card then alright |
| 0:11:59.1  PERSON 1 | That’s [inaudible] |
| 0:12:01.9  PERSON 2 | If you wanna |
| 0:12:10.0  PERSON 1 | Yeah ok, so- ok. Do we have other rules. But they can have a varying length, so you should be able to drag and drop the lengths as well |
| 0:12:55.2  PERSON 2 | Yeah |
| 0:12:57.4  PERSON 3 | Yeah but you can do that. If you have this cross then you can say, ok you can only move this. And like this, and you can pull it |
| 0:13:05.9  PERSON 1 | Yeah, and then it just gets longer |
| 0:13:06.6  PERSON 3 | Yeah and then you don’t have the problem that you have to make [inaudible] |
| 0:13:10.2  PERSON 1 | And you- maybe we have a rule then that you have, like, a minimum length. Because then you’re not able to drag one way, like- so it’s nowhere or- if you have this one, and you take this point and drag it to the middle then you have a T intersection |
| 0:13:32.6  PERSON 3 | Yeah |
| 0:13:33.2  PERSON 2 | No but then you still don’t have one right, because if you have a cross here and here, and you put it over each other, then it still goes on in the next one. |
| 0:13:41.1  PERSON 1 | Yeah but then still, if the crossing is, like at the side of your view |
| 0:13:48.9  PERSON 3 | Yeah ok |
| 0:13:49.4  PERSON 2 | At the side of the view that’s true |
| 0:13:50.3  PERSON 1 | Yeah. Ok so, a crossing must have traffic lights, must be four way, each- how do they, each road has a length |
| 0:14:18.1  PERSON 2 | Oh and the first one, A is also a rule, right. |
| 0:14:26.6  PERSON 3 | Oh yeah |
| 0:14:28.7  PERSON 2 | Ok |
| 0:14:33.7  PERSON 3 | Oh, I mean, I think they mean that not all lights may be set to green at once |
| 0:14:38.6  PERSON 1 | Yeah stuff like that |
| 0:14:40.1  PERSON 3 | Yeah |
| 0:14:42.3  PERSON 2 | Oh yeah ok. |
| 0:14:44.4  PERSON 3 | At the same passing, but I don’t think that the crossings are linked together. |
| 0:14:51.3  PERSON 1 | But then they should be, or the traffic lights are linked together. Must there must be a check that not everything is in green. |
| 0:14:59.9  PERSON 3 | Yeah |
| 0:15:00.1  PERSON 2 | Yeah, only in the one crossing yeah |
| 0:15:02.7  PERSON 1 | Yeah in the one crossing. Yeah so the crossings are linked together |
| 0:15:04.6  PERSON 2 | Yeah it doesn’t really matter if another crossing is also in green, because then, it comes to the next one and if it’s green then other traffic lights are not on green. |
| 0:15:14.5  PERSON 3 | Yeah |
| 0:15:15.2  PERSON 1 | Yeah ok, so that doesn’t matter |
| 0:15:17.8  PERSON 2 | Yeah ok |
| 0:15:18.3  PERSON 3 | But it is a- yeah |
| 0:15:19.9  PERSON 1 | Ok, the rule is for each crossing, not every- |
| 0:15:29.7  PERSON 2 | Fifteen minutes |
| 0:15:31.0  PERSON 1 | Traffic- |
| 0:15:31.5  PERSON 3 | Ok |
| 0:15:33.5  PERSON 1 | Can be. Ok |
| 0:15:51.9  PERSON 2 | We’re at 15 minutes and now we have to do something with the cards |
| 0:15:56.9  PERSON 3 | Ok. To prompt the players to question their design decisions. [eet smakelijk] |
| 0:16:14.4  PERSON 2 | [thanks] but is there |
| 0:16:22.3  PERSON 3 | I think we just have to question what we designed so far, that we look back at it and think, hey was this a good idea, or was this a bad idea |
| 0:16:31.5  PERSON 1 | Yeah or maybe we got too far from the real idea, or [inaudible] |
| 0:16:37.1  PERSON 2 | Yeah |
| 0:16:39.3  PERSON 1 | Ok, so then, but can we use some- |
| 0:16:45.6  PERSON 3 | I think we have to just look at this table, and they have all kinds of aspects listed |
| 0:16:51.0  PERSON 1 | Ok |
| 0:16:51.1  PERSON 2 | So we don’t have any design problems, yet, but we have some solutions, we think. So then [inaudible] |
| 0:16:59.5  PERSON 3 | Yeah, do we have solutions? |
| 0:17:02.3  PERSON 2 | Well, we came up with business, or with yeah, some kind of rules. |
| 0:17:06.2  PERSON 3 | Yeah we do have a few rules yeah |
| 0:17:07.4  PERSON 2 | And that’s a solution to particular problems |
| 0:17:09.9  PERSON 1 | Yeah |
| 0:17:10.5  PERSON 3 | Yeah. |
| 0:17:18.9  PERSON 2 | Yeah but maybe there are some assumptions that effect design problem. And that’s why we came up with the solution of creating specific rules |
| 0:17:32.9  PERSON 1 | Yeah |
| 0:17:36.3  PERSON 3 | Yeah because we have the context, but the context is not really big |
| 0:17:39.8  PERSON 2 | Yeah exactly. So that was a problem |
| 0:17:42.5  PERSON 3 | That was a problem. And then we had- we went with the functional. Well we did solve the problem that you cannot have T crossings and one way roads. And there were not really trade-offs in that, or risks |
| 0:17:56.4  PERSON 2 | No |
| 0:17:57.4  PERSON 3 | As far as we can see now |
| 0:17:58.8  PERSON 2 | Yeah |
| 0:17:58.8  PERSON 1 | Yeah |
| 0:18:01.1  PERSON 3 | Would there be any bad things in there? |
| 0:18:05.6  PERSON 2 | So far you mean or- |
| 0:18:06.5  PERSON 3 | Yeah because, it’s actually a quite nice solution, that you have a set length, at least, a minimum length |
| 0:18:12.3  PERSON 1 | Yeah. Yeah, but we solved the problem of getting T intersections. Or the possibility that you don’t have traffic lights, because you have to drag and drop like, a finished four way intersection and with traffic light. So |
| 0:18:38.6  PERSON 3 | Maybe another rule could be that you cannot have- you can have six of these intersections in your map, and they are not connected. Maybe something should be like, all intersections must be connected to at least another |
| 0:18:50.1  PERSON 2 | Yeah because otherwise you have separate rules for |
| 0:18:52.2  PERSON 3 | Yeah |
| 0:18:52.6  PERSON 1 | That’s a good one |
| 0:18:54.1  PERSON 3 | Yeah must there only be one map. Otherwise you have six different- |
| 0:18:59.7  PERSON 2 | Yeah so you can create only one map, per file or- |
| 0:19:10.7  PERSON 1 | Yeah, just every intersection has to be at least connected to one other intersection |
| 0:19:15.8  PERSON 2 | Yeah but then you can- |
| 0:19:16.3  PERSON 2 | [inaudible] it’s not connected [inaudible] |
| 0:19:17.5  PERSON 1 | Yeah but then you can have two four way crossings, connected to another one. So like every intersection dropped in the map should be connected. Yeah. Or is that not- |
| 0:19:37.3  PERSON 3 | Yeah it should be connected to the rest |
| 0:19:39.1  PERSON 1 | Yeah |
| 0:19:39.7  PERSON 3 | Yeah |
| 0:19:40.4  PERSON 1 | But what is the rest that’s |
| 0:19:41.3  PERSON 2 | Yeah |
| 0:19:41.7  PERSON 3 | All the other intersections in the map, but if you [inaudible] |
| 0:19:45.0  PERSON 1 | [inaudible] Should be able to be- if you |
| 0:19:48.2  PERSON 3 | In the one intersection you should be able to reach all intersections without going off your map |
| 0:19:51.8  PERSON 1 | Yeah that’s better for me- yeah I think so |
| 0:19:53.7  PERSON 2 | But then it should be indirect, otherwise you have to draw lines to every intersection |
| 0:19:58.5  PERSON 3 | Yeah, it should be indirect, yeah like, you have a graph and then can go like, [knock, knock, knock, knock] and then [inaudible] |
| 0:20:04.3  PERSON 1 | Multiple steps |
| 0:20:04.9  PERSON 2 | So you should be able to go form every intersection, to another indirect connect intersection- yeah. |
| 0:20:17.7  PERSON 3 | [inaudible] |
| 0:20:18.5  PERSON 2 | Ok |
| 0:20:19.5  PERSON 3 | You should- |
| 0:20:19.9  PERSON 2 | Yeah you just said it like, quite good |
| 0:20:25.0  PERSON 3 | You should be able to reach every other intersection from every intersection in the map |
| 0:20:30.7  PERSON 2 | And then indirect |
| 0:20:34.7  PERSON 3 | Yeah I don’t know if it’s indirectly, I think it’s just |
| 0:20:38.3  PERSON 1 | Yeah |
| 0:20:40.6  PERSON 2 | You have just reached it and you get- |
| 0:20:44.5  PERSON 1 | You should be able to [inaudible] intersection in the map |
| 0:20:47.3  PERSON 3 | I think it depends on how you view it |
| 0:20:50.7  PERSON 2 | Yeah |
| 0:20:52.1  PERSON 3 | I don’t know |
| 0:20:54.1  PERSON 2 | But let’s draw a card |
| 0:21:00.7  PERSON 3 | I don’t really know how to use the cards, I don’t really know what to do |
| 0:21:04.1  PERSON 1 | Oh well just [inaudible] actually, because we said ok, we- in the context, and then there was- |
| 0:21:12.7  PERSON 3 | It did help yeah |
| 0:21:14.8  PERSON 1 | Yeah but we didn’t have a card yet |
| 0:21:15.8  PERSON 3 | No [laugh] |
| 0:21:18.9  PERSON 2 | [inaudible] make it more specific |
| 0:21:20.0  PERSON 3 | Yeah |
| 0:21:20.9  PERSON 2 | Let’s just start with one card, and sure we have something with it. So another problem maybe. Or we don’t have a risk, let’s look at risks |
| 0:21:29.3  PERSON 3 | Risk to the system |
| 0:21:31.1  PERSON 2 | Yeah? Ok. In the context or- |
| 0:21:35.1  PERSON 3 | In the functional |
| 0:21:37.0  PERSON 2 | No but like, I mean, [inaudible] to use the others. |
| 0:21:41.4  PERSON 1 | He always use two at once you mean |
| 0:21:43.1  PERSON 2 | Yeah |
| 0:21:43.3  PERSON 1 | I think so, because if you look at the map, at the scheme. |
| 0:21:48.5  PERSON 2 | Ok |
| 0:21:49.3  PERSON 1 | Ok we have a risk and the risk is- |
| 0:21:51.4  PERSON 3 | Oh, oh nothing |
| 0:21:52.9  PERSON 2 | No that’s later. Are you going to fill that one |
| 0:21:55.3  PERSON 1 | Yes |
| 0:21:55.9  PERSON 2 | Ok. Ok so the risk |
| 0:22:00.5  PERSON 1 | And then a problem. The problem, which is a risk, and therefore we need a solution. |
| 0:22:05.5  PERSON 3 | Are you player one? |
| 0:22:07.5  PERSON 1 | Ok |
| 0:22:10.1  PERSON 3 | Ok I just write your name. |
| 0:22:13.3  PERSON 1 | Is this an idea? |
| 0:22:15.0  PERSON 2 | Yeah sure |
| 0:22:17.4  PERSON 3 | Do we have a problem? |
| 0:22:20.6  PERSON 1 | Sure [laugh] |
| 0:22:24.3  PERSON 2 | Ok, what could be a problem |
| 0:22:31.4  PERSON 3 | I don’t think this is a good way to go |
| 0:22:35.6  PERSON 2 | No |
| 0:22:39.0  PERSON 3 | Ok wait- |
| 0:22:39.4  PERSON 2 | Give your drawing, what you draw, or- |
| 0:22:45.4  PERSON 3 | It’s somewhere on the back |
| 0:22:47.3  PERSON 1 | Yeah somewhere in between |
| 0:22:50.2  PERSON 3 | Oh it’s here |
| 0:22:51.4  PERSON 2 | Ok looking at this- a problem |
| 0:23:10.1  PERSON 3 | I think we have this quite good covered now |
| 0:23:13.9  PERSON 1 | Ok wait no- |
| 0:23:14.3  PERSON 2 | Maybe we just found like- the problem was that we had the rules for creating a map, and then we came with a solution of making the fixed intersections. |
| 0:23:42.8  PERSON 1 | Yes |
| 0:23:43.2  PERSON 3 | Yeah |
| 0:23:44.6  PERSON 1 | But that is already past |
| 0:23:46.3  PERSON 2 | Yeah we did it the wrong way around then |
| 0:23:49.5  PERSON 3 | Yeah |
| 0:23:49.7  PERSON 2 | And I think the cards are like, alright you have to think if you have a problem, that’s why you do it |
| 0:23:54.0  PERSON 1 | Yeah |
| 0:23:55.5  PERSON 2 | But maybe it’s now fine, because we just- |
| 0:23:58.9  PERSON 3 | Yeah |
| 0:23:59.4  PERSON 2 | Thought about- maybe just find out, because we thought about, ok do we have a problem, do we have a solution, and or do we have something else. And that is not the case right now I guess, so- Then we can take the solution right. Because we just had one. Yeah so then we can say this, and the solution was to make business rules for the system. So we are now at a solution and yeah- |
| 0:24:26.4  PERSON 3 | Yeah actually all our cards should be removed now. Again, because we’re now done |
| 0:24:31.0  PERSON 2 | Yeah so then we- do we write it down? |
| 0:24:34.3  PERSON 3 | No, I think we should just do it with the next one, but I’ll take this one out |
| 0:24:39.8  PERSON 2 | Ok |
| 0:24:40.2  PERSON 3 | Yeah I [inaudible] |
| 0:24:44.3  PERSON 2 | Use this one as a- |
| 0:24:46.5  PERSON 3 | As a test yeah |
| 0:24:48.4  PERSON 2 | Ok. But then if we start talking again now, then we’re gonna have the same thing, because we don’t- we’re not gonna take a card right now, we’re gonna go on and then we- |
| 0:25:02.6  PERSON 1 | Yeah but maybe if we just think like, ok this could be a problem or we have to think about that we can directly take a card, instead of- |
| 0:25:14.5  PERSON 2 | Let’s do that |
| 0:25:15.2  PERSON 1 | Think about a card if it’s necessary because it’s time |
| 0:25:18.7  PERSON 2 | Yeah |
| 0:25:19.7  PERSON 3 | Maybe we could also have a tab with options, because you have a section with rules but you have also options. And there are also options |
| 0:25:27.5  PERSON 1 | Like with the sensor |
| 0:25:28.0  PERSON 3 | Yeah. And you also have, a variety of sequence and timing schemes should be allowed. In point 2. In the top part |
| 0:25:42.7  PERSON 1 | Yeah |
| 0:25:43.2  PERSON 3 | And also, for the roads to be of varying lengths. |
| 0:25:50.5  PERSON 2 | Yeah. But that is actually a problem, because we just said that each road [laugh] ok |
| 0:26:00.2  PERSON 3 | Yes sir |
| 0:26:00.7  PERSON 1 | The card is there [laugh] |
| 0:26:02.4  PERSON 2 | Because we just said that each road has a minimum length |
| 0:26:06.1  PERSON 1 | But we also need then- |
| 0:26:07.6  PERSON 2 | Then it’s also of varying, so then it’s maybe- [inaudible] how do you call it- because we said it’s varying but we also stated that it has a minimum of length. Because otherwise you can choose to have a length of zero, for example, and then you’ll have actually a T |
| 0:26:29.8  PERSON 3 | But that’s why- |
| 0:26:30.2  PERSON 1 | Yeah that’s why we put the minimum right |
| 0:26:31.9  PERSON 3 | But that’s ok because the you can have crossing like this |
| 0:26:36.5  PERSON 2 | Yeah |
| 0:26:37.4  PERSON 3 | And then you can still like, also do this, if you like but |
| 0:26:41.3  PERSON 2 | Yeah, but is the length still varying |
| 0:26:43.4  PERSON 1 | Yeah they |
| 0:26:43.7  PERSON 2 | Yeah? |
| 0:26:44.1  PERSON 3 | Yeah |
| 0:26:44.1  PERSON 1 | Ok. But do we also need to make the maximum length, because otherwise you can do, instead of this, you can go the other way, you can still make the T section. If you can put it all the way, as far as possible |
| 0:26:55.7  PERSON 2 | Yeah |
| 0:26:56.4  PERSON 1 | And you have your square, and then you can take that one to there, and then you have a T and over there you have a T. right? |
| 0:27:05.8  PERSON 3 | I don’t think you can do that, because if you have this field to play in, and you always have a cross, so maximumly you can always put it here. |
| 0:27:14.4  PERSON 1 | But then it’s also the case with minimum right |
| 0:27:17.5  PERSON 3 | Yeah, the minimum will always still be there, you need the minimum, otherwise you cannot guarantee that there are no T |
| 0:27:23.9  PERSON 2 | But then you can say that you’ll have like some kind of margin, or- yeah, I don’t know if that’s the correct word in this case, you have a kind of margin or padding between the, like the field you can draw in. and the actual point or places you can put your intersections. |
| 0:27:49.3  PERSON 1 | We can also |
| 0:27:50.4  PERSON 2 | So that it’s not possible to drag your crossing, like, in here, because you just are only allowed to drop it in like, some frame, and a bit smaller than the actually drawing. |
| 0:28:06.9  PERSON 3 | Yeah |
| 0:28:07.9  PERSON 1 | Yeah that, something like that yeah |
| 0:28:09.3  PERSON 3 | I think you need a frame yeah |
| 0:28:10.8  PERSON 2 | Yeah ok, so |
| 0:28:14.8  PERSON 1 | So this was a problem |
| 0:28:16.2  PERSON 3 | This was a problem |
| 0:28:17.3  PERSON 1 | Yeah |
| 0:28:17.7  PERSON 2 | Yeah. Because [inaudible] |
| 0:28:19.8  PERSON 1 | And a risk right |
| 0:28:21.0  PERSON 2 | A constraint? Yeah but it was also like an assumption that you have a minimum length. That is our assumption right or- |
| 0:28:28.4  PERSON 3 | Yeah we created that now, and that’s ok because it’s our own system |
| 0:28:32.0  PERSON 2 | Ok you should write the cards down because |
| 0:28:35.5  PERSON 3 | Ok |
| 0:28:36.0  PERSON 2 | I can’t keep it up |
| 0:28:36.9  PERSON 3 | So |
| 0:28:38.1  PERSON 1 | Problem |
| 0:28:39.1  PERSON 3 | So now |
| 0:28:40.5  PERSON 2 | We had a problem |
| 0:28:41.5  PERSON 3 | Ah yeah, I have a problem, and then somebody else, and then the new card was, I think it is a risk. |
| 0:28:49.8  PERSON 1 | I think so as well, cause the risk is that there are gonna be T sections |
| 0:28:53.0  PERSON 3 | Yeah |
| 0:28:53.3  PERSON 2 | Yeah |
| 0:28:55.2  PERSON 3 | But is also a constraint, because a constraint is, you may not have any T sections. So maybe it’s both |
| 0:28:59.9  PERSON 1 | Yeah |
| 0:29:00.8  PERSON 2 | Yeah ok |
| 0:29:02.0  PERSON 3 | So |
| 0:29:02.6  PERSON 1 | Ok |
| 0:29:04.1  PERSON 3 | And then the time is 29.4. Took us three minutes to talk about that. Ok so everybody decided on that. Yeeh. So ok |
| 0:29:20.7  PERSON 2 | Ok and then, we have to find the solution |
| 0:29:26.5  PERSON 3 | We have the solution |
| 0:29:27.3  PERSON 2 | We have the solution, because we made an assumption that you need a minimum length |
| 0:29:32.9  PERSON 3 | Yeah |
| 0:29:34.0  PERSON 1 | Yeah, those two together |
| 0:29:35.7  PERSON 2 | Or maybe like, we first did an assumption and then a solution |
| 0:29:39.1  PERSON 1 | Yeah but it kind of [inaudible] |
| 0:29:40.2  PERSON 2 | Yeah. Makes sense together |
| 0:29:43.3  PERSON 3 | Yeah |
| 0:29:44.9  PERSON 2 | Ok |
| 0:29:45.6  PERSON 1 | So, and then assumption. 29.48 |
| 0:29:56.8  PERSON 3 | Ok that’s all we need. Ok |
| 0:30:09.6  PERSON 2 | We create a frame within the drawing [inaudible] |
| 0:30:18.0  PERSON 1 | Is this your problem, I think it’s yours [laugh] |
| 0:30:26.6  PERSON 3 | Yes, that’s my problem. At least we can still laugh |
| 0:30:37.9  PERSON 2 | Yeah |
| 0:30:38.8  PERSON 1 | [inaudible] |
| 0:30:47.4  PERSON 3 | Yeah |
| 0:30:47.8  PERSON 2 | Ok. For on with the functional, or go to the informational |
| 0:30:53.8  PERSON 3 | Well, there were a few options, and then at once we flipped back to- |
| 0:30:58.8  PERSON 1 | Problems |
| 0:30:59.0  PERSON 3 | Problems |
| 0:31:00.9  PERSON 2 | Yeah the options, you’re right |
| 0:31:03.2  PERSON 3 | Oh yeah the varying length right, that was the option we were talking about and it was- yeah |
| 0:31:16.7  PERSON 2 | How do you call that, the, like the frame you are drawing in, is that actually screen size or- |
| 0:31:21.9  PERSON 3 | The boundaries set, the boundary [inaudible], workspace. |
| 0:31:55.0  PERSON 1 | You don’t even smell it anymore [laugh] |
| 0:32:01.6  PERSON 3 | Yeah that was disgusting |
| 0:32:03.1  PERSON 2 | Yeah |
| 0:32:05.5  PERSON 1 | [inaudible] |
| 0:32:08.1  PERSON 3 | I can also imagine they were just sitting here from 9 am, and just, sweating in here and working and- |
| 0:32:13.9  PERSON 1 | But still the deadline is at 5 and |
| 0:32:15.2  PERSON 3 | Yeah |
| 0:32:15.7  PERSON 2 | But it’s still weird because I felt they just unlocked every room- |
| 0:32:20.6  PERSON 1 | Yeah |
| 0:32:22.5  PERSON 3 | That’s true |
| 0:32:24.7  PERSON 2 | Well, it doesn’t really matter |
| 0:32:29.1  PERSON 1 | Yeah? |
| 0:32:30.2  PERSON 2 | Yeah ok, so where are the options |
| 0:32:34.6  PERSON 1 | Yeah. Variety of sequences and timing schemes should be allowed. |
| 0:32:52.0  PERSON 2 | Oh yeah, variety, oh yeah. |
| 0:32:59.8  PERSON 1 | And then the left hand turns as well? |
| 0:33:03.1  PERSON 3 | Yeah, yeah I think so yeah. That you can- are able to have the arrows. But then there are no right hand arrows. |
| 0:33:18.1  PERSON 1 | No it says, also be able to- yeah but also on the- yeah I know what you mean because it doesn’t say so, but because it says also left, it would mean- implicate like, also left, but also right. |
| 0:33:38.3  PERSON 3 | I don’t think so. I think that also just means, like, ok you should be able to have a variety of sequences and timing schemes. And also be able to accommodate left hand turns, but does not say right hand. |
| 0:33:49.0  PERSON 2 | No but it makes sense of course, because if you have the thing. Just two pens, and you drive like this and you have to go to the right, it doesn’t matter if they still ride this, drive like this and stuff. So if you go to the left |
| 0:33:58.6  PERSON 1 | Oh yeah [inaudible] big circle |
| 0:34:00.8  PERSON 2 | Yeah. Yeah just a big circle, you can always go to the right, but to the left is kind of dangerous |
| 0:34:06.8  PERSON 1 | yeah. Everything should be on red then, except the road that is- yeah well no that is |
| 0:34:18.1  PERSON 3 | No I think you can just say that- I don’t think you should go that far. Just say, like this, that left hand turns are possible with the arrows in the lights |
| 0:34:27.5  PERSON 1 | Protected by left hand green arrow lights |
| 0:34:30.2  PERSON 3 | Yeah |
| 0:34:31.8  PERSON 1 | Left hand |
| 0:34:32.2  PERSON 2 | Oh yeah, those are awful [inaudible] |
| 0:34:50.0  PERSON 3 | Yeah? |
| 0:34:50.1  PERSON 2 | Ok yeah |
| 0:34:57.0  PERSON 3 | I think the next one is the sensors. |
| 0:34:59.2  PERSON 1 | Yeah I think so as well |
| 0:35:13.8  PERSON 2 | Ok. |
| 0:35:21.3  PERSON 1 | And then point three, are that also options. |
| 0:35:33.3  PERSON 2 | I don’t think it’s- yeah. I think there’s more of a run, that you can say, hey, play my simulation |
| 0:35:40.9  PERSON 1 | And just go |
| 0:35:41.6  PERSON 3 | Yeah. But also, cars need to be simulated, that they drive in- |
| 0:35:50.0  PERSON 2 | Yeah |
| 0:35:51.8  PERSON 3 | They- didn’t we learn anything about that |
| 0:36:00.6  PERSON 1 | Well then we don’t do it. Right, because the other things that weren’t stated we also left out. [inaudible] |
| 0:36:05.4  PERSON 3 | I don’t think we should do that. I think we should at least then ask questions, what the designer would want of the system |
| 0:36:11.4  PERSON 2 | Yeah |
| 0:36:11.8  PERSON 3 | I don’t think we need to make our own interpretation |
| 0:36:13.8  PERSON 2 | No |
| 0:36:14.7  PERSON 1 | Ok. So, it’s not an option then? |
| 0:36:21.0  PERSON 2 | No |
| 0:36:22.4  PERSON 3 | I don’t think so |
| 0:36:23.2  PERSON 2 | Me neither |
| 0:36:38.8  PERSON 1 | But like the application should be able to visualize the traffic levels right, or- |
| 0:36:47.4  PERSON 2 | But, that’s not an option right. |
| 0:36:50.0  PERSON 1 | No, that’s true. But then it’s still- it’s not an option but it’s still in the program. |
| 0:36:58.3  PERSON 2 | Yeah it’s a functional thing |
| 0:36:59.3  PERSON 1 | Yeah |
| 0:37:00.8  PERSON 2 | Then just a general bullet point or something. |
| 0:37:04.4  PERSON 1 | I have also like, general bullet points, as creating a map, and lying out roads. |
| 0:37:24.6  PERSON 3 | We may choose our own interface. Wait. |
| 0:37:56.9  PERSON 2 | Where does it say? |
| 0:37:59.0  PERSON 3 | Point three |
| 0:38:00.9  PERSON 2 | Oh |
| 0:38:01.6  PERSON 3 | And then, the current state, about halfway the paragraph. It is up to you- |
| 0:38:14.0  PERSON 2 | It’s up to you |
| 0:38:15.2  PERSON 3 | To present this information. |
| 0:38:21.4  PERSON 1 | Yes, you can- yeah |
| 0:38:25.2  PERSON 2 | Yeah, but an interface is- yeah ok. |
| 0:38:31.1  PERSON 3 | I don’t really get it, for who are we now making the system. Because I thought we were making this for the teacher so that her students wouldn’t have an easier life |
| 0:38:40.7  PERSON 2 | Maybe we have to define the stakeholders |
| 0:38:44.5  PERSON 3 | Maybe we should do that. Yeah, let’s do that |
| 0:38:48.2  PERSON 1 | It depends from the viewpoint right. Context is different then- |
| 0:38:52.6  PERSON 2 | Is that a problem |
| 0:38:54.3  PERSON 1 | Problem we don’t [inaudible] |
| 0:38:55.2  PERSON 3 | I don’t think it’s a problem yeah |
| 0:38:56.9  PERSON 2 | Ok so we play the card |
| 0:39:00.4  PERSON 3 | Your client for this project is Professor E. ok I’ll write it down |
| 0:39:05.2  PERSON 2 | Oh it’s, ok. |
| 0:39:06.7  PERSON 1 | Problem, and then is it a risk that we don’t know? The stakeholders, and therefor we’re gonna do the wrong thing? |
| 0:39:13.6  PERSON 3 | I think so yeah |
| 0:39:16.2  PERSON 2 | Ok stakeholder, problem. Do you have the time? |
| 0:39:22.3  PERSON 3 | Mhm |
| 0:39:23.3  PERSON 2 | Ok yeah. Ok so the problem with the- we defined |
| 0:39:27.7  PERSON 3 | Oh did someone do a risk card |
| 0:39:29.8  PERSON 1 | Yes |
| 0:39:30.6  PERSON 3 | You did a risk card. I think we’ll need the [inaudible] before then |
| 0:39:40.9  PERSON 2 | Is that risk? |
| 0:39:41.4  PERSON 1 | Yes |
| 0:39:42.6  PERSON 3 | Yeah. It’s a risk that we do not know who the stakeholders are, because otherwise we make the wrong decisions. Or assumptions. So then we would have assumption again. |
| 0:39:53.1  PERSON 1 | Yeah but not yet because we- |
| 0:39:54.9  PERSON 3 | We did not make them yet |
| 0:39:56.2  PERSON 1 | No no |
| 0:39:56.5  PERSON 3 | Just a risk still |
| 0:39:57.8  PERSON 2 | Yeah, the risk is that we are going to make an assumption |
| 0:39:59.8  PERSON 3 | Yeah. [inaudible] thinking about what you say. |
| 0:40:04.8  PERSON 2 | Ok so Professor E |
| 0:40:07.8  PERSON 3 | Yeah, the client for this project is Professor E, who teaches civil engineering at UCI. One of the courses she- oh it’s in the first paragraph. The very top piece |
| 0:40:17.6  PERSON 2 | Yeah, Professor E. oh yeah there. UCI. |
| 0:40:27.1  PERSON 1 | But that indirectly, it’s for the students still. Because like, if bol.com asked us to program something for them, an application, then it’s not for bol.com, it’s for you. You want to buy a book on the app form bol.com. So you’re also a stakeholder then right |
| 0:40:45.4 PERSON 2 | Yeah |
| 0:40:46.0  PERSON 3 | Yeah. I think they are indirectly a stakeholder |
| 0:40:49.2  PERSON 1 | Yeah |
| 0:40:50.3  PERSON 3 | But I think the professor is the primary one. |
| 0:40:56.7  PERSON 2 | And then that’s it? Only two? |
| 0:41:00.0  PERSON 3 | She wants to provide them with some software that they can use to play with different traffic signal. Oh, ok. |
| 0:41:08.1  PERSON 1 | Yeah but we also have the developers. |
| 0:41:10.3  PERSON 2 | Yeah developers |
| 0:41:11.5  PERSON 3 | Oh, we are also the developers. Oh, oh ok. Ok. That makes it- |
| 0:41:19.2  PERSON 1 | Are we the developers? |
| 0:41:20.0  PERSON 3 | Yeah we are also the developers. |
| 0:41:22.3  PERSON 1 | No, we’re the software architects. |
| 0:41:25.6  PERSON 2 | Yeah |
| 0:41:25.9  PERSON 1 | And that’s also- that’s a different [inaudible] |
| 0:41:28.3  PERSON 2 | She mentioned in the explanation that the developers should know what they have to develop. Based on our architecture |
| 0:41:39.5  PERSON 3 | Ok. But then- |
| 0:41:40.8  PERSON 2 | I guess |
| 0:41:43.0  PERSON 3 | The developers are not- is not who are- the professor E is not the developers. |
| 0:41:48.3  PERSON 2 | No |
| 0:41:50.2  PERSON 3 | But then they are also stakeholders |
| 0:41:51.3  PERSON 1 | Yeah that’s from the different viewpoint |
| 0:41:53.3  PERSON 2 | E? |
| 0:41:54.1  PERSON 3 | Yeah |
| 0:41:54.5  PERSON 2 | Like this? |
| 0:41:54.9  PERSON 3 | E |
| 0:41:55.3  PERSON 2 | Ok |
| 0:41:56.1  PERSON 3 | Just a letter. Yeah |
| 0:42:00.6  PERSON 1 | And professor E, she is the one that- |
| 0:42:04.9  PERSON 3 | She wants the system for students |
| 0:42:07.5  PERSON 1 | Ok, so she’s the [opdrachtgever] how do you say that |
| 0:42:10.0  PERSON 2 | Yeah. Owner of the business case? In a way |
| 0:42:19.4  PERSON 1 | At least she’s the owner of the idea |
| 0:42:24.3  PERSON 2 | What does the book- |
| 0:42:24.7  PERSON 3 | She’s the client |
| 0:42:27.2  PERSON 2 | Yeah |
| 0:42:29.0  PERSON 3 | That’s how they call her. Your client for this project is professor E. |
| 0:42:34.2  PERSON 1 | Yeah but, in a way- |
| 0:42:37.0  PERSON 2 | Yeah like, the literal translation of [oprachtgever] is client |
| 0:42:42.2  PERSON 1 | Really? |
| 0:42:42.3  PERSON 2 | Yeah |
| 0:42:43.5  PERSON 1 | Ok |
| 0:42:45.0  PERSON 2 | Nevermind. The client. [inaudible] ok. So, we have the developers, then we- |
| 0:43:07.2  PERSON 1 | Yeah, the software architectures |
| 0:43:10.2  PERSON 3 | Yeah I think so, because there are also still some things I think that might be unclear. That we have to ask us question to professor E before it can be implemented. |
| 0:43:18.0  PERSON 2 | Yeah |
| 0:43:18.0  PERSON 1 | Yeah |
| 0:43:19.4  PERSON 3 | I think they’ll be there |
| 0:43:21.8  PERSON 1 | Yeah definitely |
| 0:43:40.8  PERSON 3 | Almost on time with playing the game. Five minutes too early [laugh] |
| 0:43:46.2  PERSON 2 | Ok, so we have the developers, the client and the software architect. Right? |
| 0:43:54.3  PERSON 1 | And the students in a way |
| 0:43:56.6  PERSON 2 | The users |
| 0:43:57.5  PERSON 1 | The users |
| 0:43:57.7  PERSON 3 | Here the user, yeah |
| 0:44:07.9  PERSON 2 | Is there a trash can behind you? |
| 0:44:09.9  PERSON 3 | [inaudible] |
| 0:44:11.4  PERSON 2 | [helaas] |
| 0:44:16.3  PERSON 1 | Ok. |
| 0:44:21.7  PERSON 2 | So, there was the solution. |
| 0:44:26.9  PERSON 3 | Ok. So- |
| 0:44:44.1  PERSON 2 | Is that really a card. Yeah, it is a card. [inaudible] yeah |
| 0:44:50.2  PERSON 3 | Ok. I think that this was a good idea |
| 0:44:53.4  PERSON 2 | Yeah [laugh] ok. We were- We had the options defined and then the- yeah, general thing |
| 0:45:12.6 PERSON 1 | But what of our next- |
| 0:45:13.8  PERSON 3 | We have to decide- we also don’t have all the options yet. But we also need to design the user interface. |
| 0:45:21.3  PERSON 1 | Yeah that’s true |
| 0:45:22.5  PERSON 2 | Yeah |
| 0:45:24.1  PERSON 3 | I don’t think we should leave that for developers |
| 0:45:26.9  PERSON 2 | I don’t think so [laugh] |
| 0:45:32.1  PERSON 3 | They’ll be like, oh you didn’t tell me about to do, oh I like this button here. Oh well, my program does not want me to put that button there, so now it’s there. |
| 0:45:40.1  PERSON 2 | Yeah. The girl with the development background |
| 0:45:45.2  PERSON 3 | [laugh] yeah |
| 0:45:47.3  PERSON 2 | Ok, so like, the interface is also the functional viewpoint. Because then we can show what the input of the users should be, or- |
| 0:46:03.1  PERSON 3 | Yeah |
| 0:46:03.1  PERSON 2 | Is it also information, like both because [inaudible] |
| 0:46:05.7  PERSON 3 | I think it’s both yeah |
| 0:46:06.9  PERSON 2 | Yeah both, ok. |
| 0:46:07.2  PERSON 3 | Yeah |
| 0:46:08.3  PERSON 2 | Ok. So let’s start with the functional still but- |
| 0:46:11.0  PERSON 1 | Yeah |
| 0:46:11.7  PERSON 3 | Yeah maybe we should finish the options, and then do the interface. That could be fun, the interface. Yes, that’s going to be fun. We can draw, and use colours. |
| 0:46:23.6  PERSON 1 | Let’s not put too much time in the interface |
| 0:46:28.3  PERSON 2 | Ok |
| 0:46:28.9  PERSON 1 | Ok. Options. We had all the options right |
| 0:46:32.3  PERSON 3 | No we have more. Because, change the traffic density that enters the map on a given road. So that mean that all open roads you have, I think- oh we have another problem. I don’t really know what they mean by that. |
| 0:46:45.7  PERSON 2 | Oh no |
| 0:46:46.5  PERSON 3 | Oh no. because- |
| 0:46:48.6  PERSON 2 | That’s a risk. Because- oh my god girls. [laugh] sorry |
| 0:46:55.6  PERSON 3 | Wait what’s the problem and it’s the fourth point |
| 0:46:58.8  PERSON 2 | Yeah and the first- |
| 0:47:00.3  PERSON 3 | And the first sentence |
| 0:47:01.3  PERSON 2 | Yeah |
| 0:47:02.4  PERSON 3 | Should be able to change the traffic density that enters the map on a given road. |
| 0:47:06.2  PERSON 2 | But that makes sense right. |
| 0:47:07.6  PERSON 3 | So that’s only on the ends, and not on the pieces the roads between- |
| 0:47:13.4  PERSON 2 | No I think the traffic density means- |
| 0:47:15.0  PERSON 3 | So only on these. |
| 0:47:18.4  PERSON 1 | Yeah but there is an example, it should be possible to create a busy road, or a seldom used one. And any variation in between. How exactly this is declared by the user and depicted by the system is up to you. So we have to- |
| 0:47:37.8 PERSON 2 | Integers. |
| 0:47:39.5  PERSON 3 | Integers. Shall we till one hundred, how many cars per second. |
| 0:47:46.2  PERSON 1 | But how can you |
| 0:47:49.1  PERSON 3 | Shouldn’t the cars have varying speeds? Or should they just go all out, 40 kilometers an hour |
| 0:47:55.4  PERSON 1 | We were not allowed to create dangerous things, and saying that one drives one hundred, and the other one drives 30, that is an- |
| 0:48:03.6  PERSON 2 | No but it’s also not a requirements mentioned in this assignment. |
| 0:48:09.3  PERSON 1 | Yeah but also not doing, and doing it both is not mentioned. |
| 0:48:13.3  PERSON 2 | Yeah ok. So maybe we also have to define a minimum or maximum speed. But I don’t know how we have- how we can define- or how we can make sure that the road is busy. How do we do that |
| 0:48:31.5  PERSON 3 | I think- |
| 0:48:32.3  PERSON 1 | We have the sensors |
| 0:48:33.1  PERSON 3 | They mean by this that you have the entry roads that cars just randomly enter. And I think what you could do in the project is that the system numbers, these, that they get numbered |
| 0:48:48.3  PERSON 1 | Oh here |
| 0:48:48.6  PERSON 2 | So the input roads |
| 0:48:49.6  PERSON 3 | The input roads get numbered, and then for every input road you can say, ok, I want this density to be 10. Or 90. |
| 0:49:01.4  PERSON 2 | Yeah ok |
| 0:49:02.0  PERSON 3 | Or you have a slide bar from low to high. And that high being that they are all stuck together in traffic, and that they can’t move and- |
| 0:49:11.0  PERSON 1 | Rush hour |
| 0:49:11.9  PERSON 3 | Yeah rush hour. I don’t really know how else to do this. I don’t even know if we have to say this or that we can leave this to the developers. |
| 0:49:29.5  PERSON 1 | Yeah |
| 0:49:29.9  PERSON 3 | Because maybe they have a much better solution for this. But as a user you also need to know which road you’re going to increase. |
| 0:49:38.3  PERSON 1 | Yeah |
| 0:49:42.8  PERSON 2 | Yeah because if you have a very busy road, the other intersections need to participate on that. Like, you have to get the cars away from wherever they are |
| 0:49:56.6  PERSON 1 | Yeah some traffic lights should be more often on green then others |
| 0:49:59.1  PERSON 2 | Exactly yeah. |
| 0:50:03.3  PERSON 3 | There’s nothing for us to choose, because the user can determine how long the traffic lights are set, red, orange and green. |
| 0:50:11.1  PERSON 2 | But is it also on the user to- is it possible that the user can create a bad map |
| 0:50:18.7  PERSON 3 | Yeah. But he cannot- |
| 0:50:21.2  PERSON 1 | So there are not rules that we define that makes sure that everything is always working. |
| 0:50:29.0  PERSON 3 | I don’t think we can define that |
| 0:50:30.4  PERSON 1 | Ok well that’s- |
| 0:50:32.2  PERSON 3 | Because the requirements don’t state that, it’s not possible. |
| 0:50:35.8  PERSON 1 | Yeah |
| 0:50:37.4  PERSON 3 | I think |
| 0:50:39.9  PERSON 1 | Ok so, on option is to determine the traffic density of each road, and- |
| 0:50:45.0  PERSON 2 | Yeah. That enters the map though |
| 0:50:49.6  PERSON 1 | Yeah |
| 0:50:54.9  PERSON 3 | Oh, this program is not meant to be an exact scientific simulation, but aims to simply illustrate the basic effect that traffic signal timing has on traffic |
| 0:51:02.5  PERSON 1 | Ok. So it’s necessary that they see whether it’s a bad design. |
| 0:51:11.8  PERSON 2 | Yeah yeah |
| 0:51:13.4  PERSON 3 | So it should be- |
| 0:51:14.0  PERSON 2 | Yeah |
| 0:51:18.3  PERSON 3 | If you wish you may assume that you will be able to reuse an existing software package that provides relevant mathematical functionality. Yeah. |
| 0:51:29.5  PERSON 2 | Then that is something, if we do that |
| 0:51:30.6  PERSON 1 | A software package |
| 0:51:32.1  PERSON 2 | Yeah, that’s for the context viewpoint then |
| 0:51:32.9  PERSON 1 | Exactly, we can- |
| 0:51:34.0  PERSON 3 | Is this then a problem and we have the solution? |
| 0:51:38.2  PERSON 2 | No I don’t think so, we’re just |
| 0:51:39.7  PERSON 3 | I think this one |
| 0:51:40.0  PERSON 2 | Red |
| 0:51:40.3  PERSON 3 | Aha |
| 0:51:40.9  PERSON 2 | Better [laugh] ok. Next. |
| 0:51:48.5  PERSON 3 | Your design will primarily be evaluated based on its elegance and clarity. By whom? |
| 0:51:59.6  PERSON 2 | Yeah, I don’t know |
| 0:52:00.0  PERSON 1 | Almost ready for a break [inaudible] |
| 0:52:01.1  PERSON 2 | Yeah |
| 0:52:01.1  PERSON 3 | Yeah |
| 0:52:02.0  PERSON 1 | [inaudible] hour, so 8 minutes left. |
| 0:52:04.5  PERSON 2 | Ok yeah. |
| 0:52:07.0  PERSON 1 | Let’s finish the functional |
| 0:52:08.8  PERSON 2 | Yeah ok |
| 0:52:11.0  PERSON 1 | So |
| 0:52:11.3  PERSON 3 | Are we going with options though. I think we have, oh yeah, well, yeah we have to be able to change the density to the incoming roads. |
| 0:52:22.7  PERSON 2 | We had that one right |
| 0:52:23.2  PERSON 1 | I – yeah. What I have now is, variety of the sequence and timing schemes should be allowed, left hand turn should be protected by left hand green arrows, intersections with or without sensors that detect if a car is present, and determine the traffic density of each road. |
| 0:52:43.2  PERSON 3 | I think they should be each incoming road, because I don’t think [inaudible] these roads |
| 0:52:46.6  PERSON 1 | Incoming |
| 0:52:48.2  PERSON 2 | Incoming roads |
| 0:52:55.6  PERSON 3 | maybe we should split them, a few, because variety of sequences and timing schemes, maybe we could split that into two? |
| 0:53:00.9  PERSON 2 | Yeah |
| 0:53:04.2  PERSON 3 | That you have- yeah what do they mean exactly |
| 0:53:08.4  PERSON 1 | There’s a sequence, time- yeah what do they mean with schemes. |
| 0:53:17.9  PERSON 3 | Oh, maybe with sequences they mean the order in which you can do red, orange and green, and with timing they mean, how long is red, how long is green and how long is orange. |
| 0:53:26.4  PERSON 1 | Ah ok. Sequence |
| 0:53:34.0  PERSON 3 | I hope |
| 0:53:35.0  PERSON 1 | Yeah I don’t know what else |
| 0:53:37.2  PERSON 2 | Yes so, in Holland you only have- you’re going from red to green |
| 0:53:43.7  PERSON 1 | To orange |
| 0:53:45.0  PERSON 2 | But if you’re from green, then you’re first orange and then red. But in foreign countries you are often going from green, to orange- no |
| 0:53:55.5  PERSON 1 | Red, orange, green |
| 0:53:56.8  PERSON 2 | Orange, yeah, exactly |
| 0:53:58.0  PERSON 1 | Then you know it’s gonna turn green |
| 0:53:59.2  PERSON 2 | That’s different |
| 0:53:59.4  PERSON 3 | Yeah then it’s going to- yeah |
| 0:54:02.4  PERSON 1 | In England |
| 0:54:02.9  PERSON 3 | Yeah it must be |
| 0:54:03.6  PERSON 2 | So you already- we can- I don’t know what the reason is for doing that |
| 0:54:07.7  PERSON 1 | You can already |
| 0:54:09.0  PERSON 3 | Yeah. In Germany they do it so that you can start earlier. |
| 0:54:12.4  PERSON 1 | Yeah. But it’s like, orange is green in those countries |
| 0:54:16.3  PERSON 2 | Yeah or maybe it’s more like, still watch how and if not someone else is an idiot crossing the road. |
| 0:54:23.9  PERSON 1 | That sounds like something for the law |
| 0:54:24.9  PERSON 3 | Yeah |
| 0:54:26.0  PERSON 1 | [inaudible] like, yeah it was orange |
| 0:54:27.3  PERSON 3 | And with orange yeah. I wonder how the rest is doing |
| 0:54:42.5  PERSON 2 | Me too. Especially the ones without the card- |
| 0:54:45.3  PERSON 3 | Yeah |
| 0:54:52.5  PERSON 2 | I like the [inaudible] [laugh] is it on pause? |
| 0:55:00.4  PERSON 1 | No |
| 0:55:00.9  PERSON 2 | Ok. So break then? Or- |
| 0:55:04.5  PERSON 3 | Yeah we finished the options and we have the rules |
| 0:55:06.9  PERSON 2 | So write down that we have to do the user interface |
| 0:55:09.8  PERSON 3 | Yeah we need to do the interface |
| 0:55:10.8  PERSON 1 | Ok yeah I already. And then we’re done with functional and then we do the informational |
| 0:55:15.1  PERSON 3 | I think so, but we need to make all kinds of graphs, I think |
| 0:55:20.3  PERSON 1 | Yeah maybe we have to think about the elements. Like, because we have rules and options, but I don’t know if there are some more, like because here you have like all the squares and arrows. Maybe we have to define the message, or the interaction |
| 0:55:40.1  PERSON 3 | But we also have this, because we have the traffic system, but then we also have the cars, and we have roads, and we have all the options and we have a user interface |
| 0:55:53.3  PERSON 2 | Yeah so that are the elements of the model, right. |
| 0:55:56.8  PERSON 3 | Yeah. And I think the cars are also elements |
| 0:55:58.6  PERSON 2 | Also elements |
| 0:56:00.6  PERSON 3 | Because they also have a speed, maybe a [inaudible] that’s fun |
| 0:56:03.6  PERSON 2 | And the traffic lights? |
| 0:56:05.8  PERSON 3 | Traffic lights not, I think they’re part of the intersections, intersections are elements |
| 0:56:09.3  PERSON 1 | Yeah, including the- |
| 0:56:11.5  PERSON 2 | Ok, but you can adjust the sequence and the timing of the traffic |
| 0:56:20.8  PERSON 3 | That’s true. |
| 0:56:21.8  PERSON 1 | Then it’s an element |
| 0:56:23.3  PERSON 3 | Yeah |
| 0:56:29.6  PERSON 1 | But then also- then the roads in between is also some kind of element because you can- |
| 0:56:32.8  PERSON 2 | Yeah |
| 0:56:33.3  PERSON 1 | Make it longer and shorter |
| 0:56:33.9  PERSON 3 | No, they’re part of the intersection. You don’t have any [inaudible] |
| 0:56:37.8  PERSON 2 | Well I get then that we have intersections, and then sub elements of intersections, which are traffic lights and roads. An intersection itself is not a real element. Or because if you adjust or you make some changes on an intersection and it’s on an element of the intersection. |
| 0:56:58.3  PERSON 3 | Yeah because traffic lights belong to intersection. [inaudible] |
| 0:57:01.0  PERSON 2 | Yeah. Because if you change an intersection, what do you do. Like, or you’re changing the traffic lights, or changing the road |
| 0:57:06.8  PERSON 1 | The road |
| 0:57:07.3  PERSON 3 | Yeah but then also the sensors belong to the intersections |
| 0:57:10.2  PERSON 2 | Yeah because they’re also in it |
| 0:57:11.5  PERSON 1 | Yeah. So those are all set elements, right? |
| 0:57:20.6  PERSON 3 | Yeah I think so, I think they’re all below in the class diagram |
| 0:57:26.0  PERSON 2 | Yeah. Yeah exactly, some kind of- |
| 0:57:31.2  PERSON 3 | Extension |
| 0:57:32.3  PERSON 2 | But it’s not like, intersection itself is not a specific- yeah or maybe it is but then- |
| 0:57:39.0  PERSON 1 | It is an element that you can’t do anything about it- with it |
| 0:57:40.7  PERSON 2 | Yeah exactly. You don’t- you can’t edit it |
| 0:57:43.9  PERSON 3 | Yeah you can, you can make the things longer. The roads |
| 0:57:48.2  PERSON 2 | Yeah but then you |
| 0:57:48.7  PERSON 1 | That’s the road |
| 0:57:49.8  PERSON 2 | That’s the road element |
| 0:57:50.4  PERSON 1 | Because you can’t put an intersection there and then [inaudible] |
| 0:57:52.0  PERSON 2 | Yeah ok |
| 0:57:52.8  PERSON 3 | I don’t think you have a road element |
| 0:57:54.1  PERSON 2 | I think, I guess that it’s like you have the- on top you have the intersection, it’s like a hierarchy so if you change something on the traffic light you also change something on the intersection because a traffic light is below, or like lower in hierarchy. But if you change- so you change the traffic light, then you change the intersection, but if you change an intersection you’re not specifically changing one of those three elements. |
| 0:58:24.5  PERSON 1 | Yeah |
| 0:58:30.5  PERSON 2 | I guess |
| 0:58:31.5  PERSON 1 | Ok. But then we can leave it like this right. |
| 0:58:33.5  PERSON 2 | Yeah I think |
| 0:58:33.8  PERSON 3 | Yeah |
| 0:58:35.4  PERSON 1 | And now a break? |
| 0:58:36.3  PERSON 2 | Yeah. Ok. |
| 0:58:40.1  PERSON 1 | Ok |
| 0:58:41.5  PERSON 2 | Ok where- [oh yeah, we have to speak English again of course] |
| 0:58:45.5  PERSON 1 | Ok let’s- the user interface |
| 0:58:47.2  PERSON 2 | Yeah well, we first have the elements of the model. Are we finished with that? We have cars, intersections, with all those sub things, and then do we have something else. Cars, intersections |
| 0:58:59.9  PERSON 1 | No, we have everything right |
| 0:59:00.7  PERSON 2 | What was the [inaudible] here? Yeah, we have a customer interface, maybe the application interface. Or is that |
| 0:59:15.4  PERSON 3 | Yeah? No we have an application interface |
| 0:59:22.3  PERSON 2 | Ok. And we don’t have something where the data is stored right, or that is the user file system. Or do we have some kind of temporary- well there is like, there is some, how do you call that, you’ll have to get those images of cars and intersections. |
| 0:59:52.5  PERSON 1 | Like the [inaudible] or |
| 0:59:55.7  PERSON 2 | Yeah well, also. But like the- maybe there’s some data storage where all those images are stored |
| 1:00:04.1  PERSON 1 | Oh like that |
| 1:00:05.7  PERSON 3 | I don’t think there are images. You can also make- |
| 1:00:09.3  PERSON 1 | Yeah but- or like the elements, the- I don’t know |
| 1:00:18.2  PERSON 2 | Maybe that’s too far, like it’s not too deep here yeah |
| 1:00:20.4  PERSON 3 | I think that’s too far yeah |
| 1:00:22.5  PERSON 2 | Ok |
| 1:00:25.9  PERSON 3 | Yeah because you have the interface. Yeah and we have the program itself. And you also have the adjustable options |
| 1:00:37.0  PERSON 2 | [inaudible] was typing [previous project] [laugh] |
| 1:00:42.2  PERSON 3 | That’s how much you love the program |
| 1:00:43.1  PERSON 2 | Traffic yeah. What was it called. Traffic simulation. Ok sorry, what did you say |
| 1:00:57.6  PERSON 3 | Oh yeah we also have the adjustable options. Something has to happen with them, but I don’t really know how that’s done, that’s- it’s not really something that’s saved, it’s more like given with an argument when you want it the next time again. |
| 1:01:23.7  PERSON 2 | I don’t know. I really don’t know |
| 1:01:28.1  PERSON 3 | I don’t think we should do anything of that. I think that’s too far fetched |
| 1:01:31.0  PERSON 2 | Ok |
| 1:01:32.0  PERSON 1 | If we don’t understand it, it’s too far [laugh] |
| 1:01:36.1  PERSON 3 | Well, I like that |
| 1:01:37.4  PERSON 2 | Ok great, and then, do we have other things. We just had like, so many options and rules. Maybe we have a template or- something like that or |
| 1:01:58.6  PERSON 1 | The template for what |
| 1:02:01.0  PERSON 2 | For a map. I can- an intersection is adjustable template, you can- you have like a standard- |
| 1:02:13.7  PERSON 1 | Yeah like that |
| 1:02:14.8  PERSON 2 | Intersection, and then you can make adjustments to that intersection |
| 1:02:18.3  PERSON 1 | But then that’s saved in the database. What you just said. |
| 1:02:22.9  PERSON 2 | Yeah. Yeah that’s what I meant, yeah template for- those are predefined right, so |
| 1:02:32.8  PERSON 3 | Yeah |
| 1:02:37.8  PERSON 2 | I don’t know |
| 1:02:40.6  PERSON 1 | Too far? |
| 1:02:41.0  PERSON 3 | Maybe if we make the interface, we find elements that we are missing |
| 1:02:45.7  PERSON 1 | Yeah let’s do it like that |
| 1:02:47.8  PERSON 2 | Ok |
| 1:02:49.8  PERSON 3 | Let’s draw an interface |
| 1:02:51.8  PERSON 1 | Ok, I have the feeling you want to draw |
| 1:02:54.3  PERSON 2 | Yeah so go ahead |
| 1:02:56.0  PERSON 3 | This is going to be the most fun part. Now now now [inaudible] ok because we also need some way in which we can represent all the settings that the user can make. |
| 1:03:18.0  PERSON 2 | Sorry? |
| 1:03:18.0  PERSON 3 | Al the options. Well, you have the interface, but you also have the different options the user has. |
| 1:03:25.4  PERSON 2 | But I think it’s- first we have to make sure if the interface is such a big element of the functional viewpoint. Because we didn’t model, like, an interface for our |
| 1:03:49.1  PERSON 1 | Because that’s the designer, not the software architect |
| 1:03:50.5  PERSON 2 | Yeah. Well we thought about like, ok, what can you do, you can- we looked at all the options. So that is- you should be able to create a map. Things like that, right or- that is what interface should offer the user |
| 1:04:14.2  PERSON 1 | Yeah. Yeah I don’t think we have to model it, when you say it like that. It doesn’t matter if- yeah |
| 1:04:20.7  PERSON 2 | But it’s good to- because if you think about an interface, because we also did it in [previous project], we looked at interface and we went through all the menu’s. and then we figured, what is possible for the user to do |
| 1:04:35.3  PERSON 3 | I do think we need an interface for this thingy- |
| 1:04:42.8  PERSON 1 | Traffic simulator |
| 1:04:43.3  PERSON 3 | For this simulation thingy. Because, we are now designing the system and we also have the developers who need to be able to design the system. But if we give them this, how do they know what we really want from them. If they have it visual it might be better for them, more clear what they want |
| 1:05:00.3  PERSON 2 | Yeah but we’re talking about a functional. |
| 1:05:03.1  PERSON 3 | Ok then we need more information |
| 1:05:06.5  PERSON 2 | Yeah maybe. I don’t know, this is hard, because this is- before what I was thinking about our functional viewpoint as well. Because, if we want to design every possibility user, or every possible [inaudible] a user is able to take, or like, do, then you are- you have like, such complex diagram of- because in [previous project] you have so many options |
| 1:05:35.3  PERSON 3 | I don’t think it’s possible in [previous project], I do think it’s possible with this. Because this is not that big. This only has- we have five options |
| 1:05:43.8  PERSON 2 | Yeah that’s true, ok well then, we can try it and then- yeah we can try it, but then still- |
| 1:05:53.8  PERSON 3 | But maybe it’s more information, I don’t know. |
| 1:05:58.8  PERSON 2 | Yeah I’m not sure what information |
| 1:06:01.4  PERSON 1 | It’s not really the information flow |
| 1:06:04.3  PERSON 2 | Information flow is more like all the [inaudible] and yeah- the flow of information but- |
| 1:06:12.2  Instructor | Hello |
| 1:06:12.4  PERSON 2 | Hi |
| 1:06:13.4  Instructor | I just wanted to remind you guys that at the two hour mark you design session is over and you have to start on documenting the rationale |
| 1:06:20.5  PERSON 2 | Ok |
| 1:06:20.8  Instructor | And after that you guys have to go to [professor] for your feedback as well, I think. And the room is [office] if you’ve forgotten. |
| 1:06:29.1  PERSON 2 | [office] |
| 1:06:29.1  PERSON 3 | Ok thanks |
| 1:06:29.9  PERSON 2 | Thank you |
| 1:06:36.2  PERSON 1 | [I don’t get it] |
| 1:06:37.3  PERSON 2 | So we still have half an hour to work |
| 1:06:39.7  PERSON 1 | Yeah, so then I say let’s skip the user interface and go to the information flow, because we have to at least do those three |
| 1:06:45.0  PERSON 2 | Yeah |
| 1:06:45.4  PERSON 3 | Yeah I get- |
| 1:06:46.3  PERSON 1 | And then when we have time, but we still have one, only half an hour left |
| 1:06:50.5  PERSON 2 | Ok. Maybe we can do the interactions, or- because we have the elements of the functional viewpoint, but we didn’t talk about the interactions. Or maybe we can do that in the information and then, maybe we can apply that to the functional as well. Like- |
| 1:07:14.4  PERSON 1 | Yeah |
| 1:07:15.7  PERSON 2 | Yeah. Maybe it’s not a big deal for [inaudible] a viewpoint |
| 1:07:21.6  PERSON 1 | What do you mean with the interactions |
| 1:07:23.2  PERSON 2 | Well, that you have then- like the sequence of- I don’t know- the sequence of elements that are called or- because if you, for example, model a petri net, then it is very important that you have the sequence of- |
| 1:07:46.6  PERSON 1 | Yeah what happens when you press this |
| 1:07:47.8  PERSON 2 | But that is also more related to the interface or like the- |
| 1:07:51.5  PERSON 1 | Yeah |
| 1:07:53.4  PERSON 2 | Ok maybe we can first start with the information and then- |
| 1:07:55.9  PERSON 1 | Yeah |
| 1:07:57.6  PERSON 3 | Ok |
| 1:07:58.5  PERSON 2 | Because otherwise we have like the [inaudible] trouble with the time |
| 1:08:01.9  PERSON 1 | Yeah. It’s just like the same with our- with [previous project], it’s not really an information system. So it will be really small |
| 1:08:11.5  PERSON 2 | Ok |
| 1:08:13.4  PERSON 1 | So what do we have from [previous project], you have the information flow between the system, the user and something else, we have the tree things. |
| 1:08:27.9  PERSON 2 | And it’s also like, for example, all the information that is send when you’re saving a file? Right |
| 1:08:33.0  PERSON 1 | Yeah. Yeah so also the communication with the own system and the server from the program. |
| 1:08:51.6  PERSON 3 | You should be able to set the settings, so that’s also information flow |
| 1:08:57.1  PERSON 1 | Which settings |
| 1:08:58.4  PERSON 3 | Well you can adjust the density of the cars- |
| 1:09:00.7  PERSON 1 | Oh that |
| 1:09:01.3  PERSON 3 | Coming in and the signals of the traffic lights |
| 1:09:05.2  PERSON 1 | Yeah, that’s information |
| 1:09:14.6  PERSON 2 | [inaudible] of the traffic lights, the density- |
| 1:09:24.9  PERSON 1 | Moving the intersection closer or further apart from each other? |
| 1:09:29.7  PERSON 2 | Yeah. Yeah so, adjusting the road length |
| 1:09:32.5  PERSON 1 | Yeah |
| 1:09:33.0  PERSON 2 | Between, ok |
| 1:09:33.8  PERSON 1 | Yeah. And, which one did you say? About coming in or about the traffic lights |
| 1:09:50.5  PERSON 2 | Oh both, the density and- |
| 1:09:52.9  PERSON 1 | Yeah |
| 1:09:54.8  PERSON 3 | All the options we have that’s also influenced I think. [inaudible] user can all set that. |
| 1:10:10.0  PERSON 2 | Can you share your map |
| 1:10:12.8  PERSON 3 | No, don’t make it too difficult |
| 1:10:14.8  PERSON 2 | Ok |
| 1:10:15.1  PERSON 1 | Out of scope |
| 1:10:16.7  PERSON 3 | Out of scope yeah |
| 1:10:18.0  PERSON 2 | So you only can save and open a file |
| 1:10:20.5  PERSON 1 | Yeah |
| 1:10:22.1  PERSON 3 | That’s an information flow right |
| 1:10:24.2  PERSON 2 | Yeah but also functional. |
| 1:10:26.3  PERSON 1 | Yeah so write it down |
| 1:10:28.0  PERSON 2 | Ok. Can you print it |
| 1:10:37.2  PERSON 3 | Nope, out of scope |
| 1:10:38.7  PERSON 2 | Out of scope |
| 1:10:39.1  PERSON 3 | I don’t think we should do that, I think [inaudible] too far fetched |
| 1:10:42.2  PERSON 2 | Yeah ok. Ok so we were saying you can save and reopen a file. But what information is coming with that or- like file name |
| 1:11:01.4  PERSON 1 | Yeah that’s size, |
| 1:11:04.8  PERSON 2 | Size, maybe author |
| 1:11:07.2  PERSON 1 | Yeah |
| 1:11:08.4  PERSON 2 | Or an extension |
| 1:11:09.5  PERSON 3 | The map, and the sections you had on the map |
| 1:11:12.5  PERSON 1 | Yeah, the map itself. And the format |
| 1:11:15.2  PERSON 2 | So what did you say, the- |
| 1:11:16.7  PERSON 3 | The setting and the map |
| 1:11:19.3  PERSON 1 | The format? Like pdf or |
| 1:11:21.4  PERSON 2 | Yeah the extension |
| 1:11:22.1  PERSON 3 | Yeah |
| 1:11:22.3  PERSON 1 | Oh yeah, ok. |
| 1:11:22.5  PERSON 3 | The extension. I think that was it, the most important things. |
| 1:11:31.3  PERSON 1 | As saved, and last edited, you also always have something like- |
| 1:11:36.2  PERSON 2 | Oh yeah, we have date, but that is not clear about date |
| 1:11:39.9  PERSON 1 | No, is it the save date- |
| 1:11:42.3  PERSON 2 | So to create it |
| 1:11:43.5  PERSON 3 | Yeah create it and save |
| 1:11:45.0  PERSON 2 | And last saved |
| 1:11:48.7  PERSON 1 | Last edited doesn’t mean that you saved it |
| 1:11:51.3  PERSON 2 | Yeah exactly |
| 1:11:52.5  PERSON 1 | Ok, so saved |
| 1:11:54.0  PERSON 2 | Or you can do both maybe, the- when is it saving the last edit then, it’s also [inaudible] |
| 1:12:02.0  PERSON 1 | Just last saved, it doesn’t really matter. And then that’s it I guess |
| 1:12:08.5  PERSON 2 | For now, ok. Ok, so are we there then, the information that is send when saving the files are all those things you just summed up. Communication with the system and the server of the program. Sequence and time of the traffic lights. The density of the incoming roads, adjusting the length of the roads |
| 1:12:34.4  PERSON 3 | Maybe we should be more specific [inaudible] communication with the system and the server of the program |
| 1:12:38.1  PERSON 2 | Yeah yeah. I just, I think that you mentioned it but I wasn’t sure whether |
| 1:12:41.6  PERSON 1 | Yeah we had, that’s the one advice [professor] gave, like, the system is communicating with your own computer right |
| 1:12:53.0  PERSON 2 | Yeah |
| 1:12:53.0  PERSON 1 | Some kind of communication going on |
| 1:12:57.7  PERSON 2 | So maybe what is needed from the- from your computer to run the program |
| 1:13:05.2  PERSON 1 | Yeah. I guess |
| 1:13:08.7  PERSON 3 | We do have something like this in [previous project]. That they start a local server with a database to put the current program in that, the current map. So maybe that he meant that. |
| 1:13:23.7  PERSON 2 | It sounds like information right |
| 1:13:25.4  PERSON 3 | Yeah |
| 1:13:28.0  PERSON 1 | Yeah but it’s also like the deployment or the [inaudible] |
| 1:13:31.4  PERSON 2 | Yeah, I thought the same |
| 1:13:32.1  PERSON 1 | [inaudible] |
| 1:13:32.6  PERSON 2 | No the deployment |
| 1:13:34.1  PERSON 1 | Yeah |
| 1:13:35.1  PERSON 3 | I think we should just put it here. I think it [inaudible] |
| 1:13:38.3  PERSON 2 | But we don’t have to describe that deeper, because we only have- or like this is the information, so it’s not like all the technical requirements, but only- |
| 1:13:53.3  PERSON 1 | Only that there is a- |
| 1:13:54.4  PERSON 2 | Yeah |
| 1:13:54.8  PERSON 1 | Yeah, flow |
| 1:13:55.8  PERSON 2 | Yeah |
| 1:13:56.8  PERSON 3 | What kind of communication. Communication with the system and the server of the program. What- |
| 1:14:02.8  PERSON 2 | Yeah the system is an application I guess |
| 1:14:06.0  PERSON 1 | Yeah application yeah |
| 1:14:14.5  PERSON 2 | Ok |
| 1:14:15.0  PERSON 3 | Oh, and the server of the program. I don’t get it |
| 1:14:27.4  PERSON 2 | Ok do you want to remove that one then, or- we can describe it more specific |
| 1:14:38.2  PERSON 3 | I think we should- I think it belongs somewhere but we should describe it more specific because it is very vague |
| 1:14:44.1  PERSON 2 | Yeah but we can’t describe it specific because we don’t have an actual application |
| 1:14:47.9  PERSON 1 | Program yeah |
| 1:14:51.1  PERSON 2 | So we can only make assumptions, but we are not able to check |
| 1:14:51.1  PERSON 3 | We could also state- oh yeah. Yeah |
| 1:15:07.2  PERSON 2 | Oh maybe we can remove them when we are modelling basically |
| 1:15:10.6  PERSON 3 | Yeah ok let’s do that |
| 1:15:13.3  PERSON 2 | Ok, are there any other information |
| 1:15:20.5  PERSON 1 | I don’t think so, because it’s really small system and it’s not an information system |
| 1:15:24.0  PERSON 2 | Yeah |
| 1:15:24.6  PERSON 3 | Are there not any options anymore, because we have the sequence and time, the density of the incoming roads, adjusting the lengths of the road |
| 1:15:31.6  PERSON 2 | Yeah, this one [inaudible] in the options |
| 1:15:38.2  PERSON 3 | Oh, the left hand turns, that’s not really information |
| 1:15:43.3  PERSON 2 | No. or you can state that it is information that is left handed or right handed |
| 1:15:49.4  PERSON 1 | You say like it’s a traffic light, what kind of traffic light, you can go left handed or |
| 1:15:54.5  PERSON 2 | Yeah but I think that both- oh yeah ok. |
| 1:15:58.5  PERSON 1 | It is an information point. What kind of traffic light. so that’s the end then- That’s it I guess |
| 1:16:35.6  PERSON 2 | Is it- so that is an information? |
| 1:16:38.3  PERSON 1 | Yes right |
| 1:16:38.7  PERSON 2 | I think yeah |
| 1:16:51.6  PERSON 1 | Ok |
| 1:16:52.0  PERSON 2 | Ok |
| 1:16:55.1  PERSON 1 | It sounds like it´s a really small point. Viewpoint. But that makes sense, it was really small |
| 1:17:00.2  PERSON 2 | Yeah |
| 1:17:00.9  PERSON 1 | Also if [inaudible] already |
| 1:17:02.1  PERSON 2 | It is, like, it´s not a very big program |
| 1:17:05.2  PERSON 3 | Yeah |
| 1:17:06.2  PERSON 2 | So it´s just basic and |
| 1:17:09.8  PERSON 1 | And no information unit |
| 1:17:11.0  PERSON 2 | No exactly, so |
| 1:17:14.5  PERSON 1 | Ok |
| 1:17:14.7  PERSON 3 | Yeah the functional is the largest yeah |
| 1:17:16.5  PERSON 2 | Yeah |
| 1:17:17.0  PERSON 3 | Yeah |
| 1:17:18.0  PERSON 1 | Concurrency viewpoint is also important maybe, to do. Everything |
| 1:17:23.4  PERSON 2 | Well I think it´s better if we focus more on the functional because I think it´s not- that we´re not- I don’t know, but it feels not like we are already finished yet. |
| 1:17:34.5  PERSON 3 | No, we still need to make all the models |
| 1:17:37.6  PERSON 2 | Yeah. And I guess the documentation is mostly rationale and, what was it, what were the other things. |
| 1:17:48.7  PERSON 1 | Ok, only the operational viewpoint, because there you say what kind of systems you need, like I said, windows or mac. |
| 1:17:56.9  PERSON 2 | But we don’t know that, that’s the- so then we have- for everything we have to make an assumption |
| 1:18:04.6  PERSON 1 | Assumption yeah. No that’s true |
| 1:18:08.6  PERSON 3 | I think at the end we could state why we did not make these decisions. Like, we didn’t choose for operational because we have no idea what operating system it has so we did not choose for concurrency because it is assumed that it is so simplistic that it does not needed |
| 1:18:24.9  PERSON 2 | And maybe we can mention some information we need additionally too. |
| 1:18:33.3  PERSON 1 | But then we can write it down right now, because it’s- |
| 1:18:35.0  PERSON 2 | Yeah, that’s true |
| 1:18:35.9  PERSON 3 | Yeah |
| 1:18:36.3  PERSON 1 | I think it’s good to have that |
| 1:18:38.1  PERSON 3 | Yeah we need it for the rationale yeah |
| 1:18:45.8  PERSON 2 | Ok so we need OS, we need- we need to know the operating system |
| 1:19:00.3  PERSON 1 | Yes we need- that’s it right |
| 1:19:11.6  PERSON 3 | I think so, for now it’s enough. We’ll come across more later I think. |
| 1:19:17.9  PERSON 2 | Concurrency viewpoint. Wait, it was the development right |
| 1:19:23.0  PERSON 3 | No, that was the operational |
| 1:19:24.7  PERSON 2 | This was the operational, ok. |
| 1:19:34.0  PERSON 1 | Concurrency, so what you said, it’s too simplistic |
| 1:19:36.5  PERSON 3 | I think it’s too simple yeah, because- yeah. No you don’t need concurrency. You have the traffic lights telling who’s allowed to go. And as long as the traffic lights keep going the you cannot have any deadlocks. So it will all keep flowing |
| 1:19:58.9  PERSON 2 | And the information flow will continue when the functional continues |
| 1:20:03.1  PERSON 3 | Yeah it all keeps flowing, you don’t need a concurrent viewpoint. |
| 1:20:22.4  PERSON 1 | Ok. Development viewpoint. Oh, we don’t have any of the information about the program language or whatsoever |
| 1:20:31.0  PERSON 2 | No. sorry what- |
| 1:20:32.8  PERSON 1 | Development viewpoint |
| 1:20:34.4  PERSON 3 | We should know on which OS it should run and then we, if they have a specific language they want it in |
| 1:20:41.1  PERSON 1 | Yeah |
| 1:20:41.7  PERSON 3 | It depends on what environment they want it in to- if they want it online or |
| 1:20:48.4  PERSON 2 | Yeah |
| 1:20:57.5  PERSON 1 | Deployment viewpoint? |
| 1:21:01.5  PERSON 3 | Yeah, that’s more if you have upgraded versions, new versions, how easy it is to install and to use |
| 1:21:10.3  PERSON 2 | Maybe other languages? Like, English or Dutch |
| 1:21:19.6  PERSON 3 | Oh yeah. Yeah, is that deployment |
| 1:21:25.4  PERSON 2 | I don’t know |
| 1:21:26.2  PERSON 1 | Don’t know |
| 1:21:27.4  PERSON 3 | I think it is information |
| 1:21:31.4  PERSON 2 | Yeah it’s a variant |
| 1:21:32.5  PERSON 1 | Yeah |
| 1:21:33.3  PERSON 3 | Yeah |
| 1:21:37.9  PERSON 1 | If it was modelled somewhere- we did also- |
| 1:21:42.3  PERSON 3 | [inaudible] in I don’t remember [inaudible] |
| 1:21:48.0  PERSON 1 | [inaudible] but it’s really, really slow. Ah wait, the next one then, the operational viewpoint |
| 1:22:00.3  PERSON 2 | That’s the OS right |
| 1:22:02.0  PERSON 1 | Oh you already had that one |
| 1:22:02.8  PERSON 2 | Yeah |
| 1:22:03.7  PERSON 1 | Then we have them all |
| 1:22:04.9  PERSON 2 | Ok |
| 1:22:06.3  PERSON 1 | So only the deployment. Are you opening it? |
| 1:22:13.9  PERSON 2 | Yeah but the- in information, or functional |
| 1:22:17.7  PERSON 3 | Ok |
| 1:22:18.7  PERSON 1 | Maybe we should [inaudible] |
| 1:22:25.7  PERSON 3 | But we are modelling it |
| 1:22:27.8  PERSON 2 | Yeah, it was like |
| 1:22:29.4  PERSON 3 | For the professor at UCI. Isn’t that in America? |
| 1:22:34.7  PERSON 2 | Yeah ok, so maybe language is not an option because we’re modelling it in English |
| 1:22:39.1  PERSON 3 | Yeah |
| 1:22:40.5  PERSON 2 | Or we- we have English. Ok well, let’s leave it out then. Because- so we have like, ten minutes left. And then we have to do documentation. So maybe we can start modelling then |
| 1:23:01.6  PERSON 1 | Yeah |
| 1:23:02.3  PERSON 3 | Yeah |
| 1:23:06.0  PERSON 2 | Ok, the context. |
| 1:23:09.9  PERSON 3 | I think the context should just be, you have the system and then you have a user of the system, and then you have potentially some libraries. But there was also something they mentioned here. Software packages that provide relevant mathematical functionality. Maybe there are software packages that could also be used. |
| 1:23:44.1  PERSON 2 | Yeah |
| 1:23:49.7  PERSON 3 | And then what did we have more |
| 1:23:53.7  PERSON 2 | User file system, user, external software package, and internal the traffic simulation application itself, and libraries. |
| 1:24:04.2  PERSON 3 | Ok |
| 1:24:06.6  PERSON 1 | I’m trying to open [inaudible] but, it’s busy |
| 1:24:11.1  PERSON 3 | No use, it doesn’t want to [inaudible] thinks it’s Monday |
| 1:24:19.0  PERSON 1 | Ok |
| 1:24:20.5  PERSON 2 | Ok so first we have to define what the view is. Of the context. Like, we have the context viewpoint, but what is the view called. We can make more- |
| 1:24:34.4  PERSON 1 | Yeah, I know what you mean but |
| 1:24:40.7  PERSON 2 | Well what was the- today [inaudible] that was the first one right. Yeah, it’s just the context diagram I guess. Informal. Ok, I don’t know. |
| 1:25:19.8  PERSON 3 | We have no [inaudible] in the context either, maybe not [inaudible] |
| 1:25:25.4  PERSON 1 | Ok view is the context |
| 1:25:29.1  PERSON 2 | Yeah. Because you’re doing the- |
| 1:25:34.8  PERSON 1 | I’m in the Word |
| 1:25:35.4  PERSON 2 | The template yeah |
| 1:25:36.1  PERSON 1 | Yeah. Yeah in the template |
| 1:25:37.3  PERSON 2 | Ok, it’s still loading but we’re- |
| 1:25:41.6  PERSON 1 | We’re working on it. Ok, short description. |
| 1:25:49.3  PERSON 3 | Interaction with the user, and the external entities that is what the application uses. |
| 1:26:07.3  PERSON 1 | Interaction between the application, the user, and the external element? [inaudible] [what did you say?] |
| 1:26:16.2  PERSON 3 | [same] |
| 1:26:17.1  PERSON 1 | Ok |
| 1:26:22.6  PERSON 2 | Can we say more about it, or maybe why we think it’s small. |
| 1:26:28.1  PERSON 3 | No I don’t think you have to mention that |
| 1:26:29.0  PERSON 1 | No |
| 1:26:29.6  PERSON 2 | Ok [inaudible] |
| 1:26:30.1  PERSON 1 | It’s always more right |
| 1:26:31.4  PERSON 2 | Yeah |
| 1:26:31.4  PERSON 3 | Yeah. I think you can describe it in the glossary |
| 1:26:31.4  PERSON 2 | Ok well, oh so, damn it. Ok here they have like in the element table, they have an ID, a name and a description. So maybe you can number every element |
| 1:26:53.2  PERSON 1 | Yeah |
| 1:26:54.0  2 | In the view |
| 1:26:54.9  PERSON 1 | Yeah |
| 1:26:55.4  PERSON 2 | Ok |
| 1:26:57.6  PERSON 1 | I was still- |
| 1:26:59.5  PERSON 2 | And then you have to tell me which element [inaudible] |
| 1:27:03.5  PERSON 1 | Yeah. Traffic simulator. Ok my free trial has been expired |
| 1:27:20.1  PERSON 3 | Ah |
| 1:27:24.8  PERSON 2 | You can’t use it anymore? |
| 1:27:25.9  PERSON 1 | Yeah but not all the advanced arrows and stuff |
| 1:27:28.7  PERSON 2 | Oh ok. Ok, what is the rationale. |
| 1:27:36.0  PERSON 3 | Well, the context diagram shows the application and the external elements that it needs to function. I think that that’s the rationale |
| 1:27:47.2  PERSON 2 | Can I have your [inaudible] |
| 1:27:53.7  PERSON 3 | Yeah because it describes the relationships and dependencies between the system and its environment. |
| 1:28:00.5  PERSON 2 | Ok [inaudible] |
| 1:28:19.3  PERSON 3 | I took it straight from the book. I do not know if we have to reference that. |
| 1:28:25.2  PERSON 1 | Let’s do it, just to be sure |
| 1:28:31.6  PERSON 2 | Oh yeah, [inaudible] didn’t yeah ok. Maybe we have to- what was it |
| 1:28:38.2  PERSON 3 | Chapter 16. software architecture systems from- |
| 1:28:46.0  PERSON 2 | Rozanski |
| 1:28:46.6  PERSON 3 | Rozanski and Woods |
| 1:28:50.6  PERSON 2 | And it’s from 2007 |
| 1:28:59.3  PERSON 3 | 2015 |
| 1:29:00.8  PERSON 2 | Really? |
| 1:29:01.4  PERSON 3 | Yes, September 2015 |
| 1:29:03.8  PERSON 1 | Yeah we had the new one |
| 1:29:05.4  PERSON 2 | Oh wait, maybe I can- do I have to mention the chapter as well? |
| 1:29:13.3  PERSON 3 | I don’t know |
| 1:29:13.6  PERSON 2 | Wait I have to put the |
| 1:29:16.1  PERSON 1 | To be sure, was this already the complete one? From the context? |
| 1:29:21.4  PERSON 3 | Yeah no, that was everything that was in it |
| 1:29:23.2  PERSON 1 | Ok. The I’m almost done, only the arrows |
| 1:29:46.2  PERSON 3 | [it’s already dark outside] |
| 1:29:48.0  PERSON 1 | Yeah. Shall I save them and put them in the drive as well? Then you can copy paste them? |
| 1:30:07.5  PERSON 2 | Yeah |
| 1:30:17.7  PERSON 1 | Ok. The first one is done. |
| 1:30:26.0  PERSON 2 | Is that in the same directory? |
| 1:30:28.6  PERSON 1 | My computer is not that fast. It’s in the loading page [laugh]. Now it is, but don’t know if it’s fine. I didn’t put user under it. So wait, new one is coming up. |
| 1:31:17.4  PERSON 3 | [click sound] fancy |
| 1:31:20.7  PERSON 1 | Ok and then the next one I’m gonna make is |
| 1:31:26.5  PERSON 2 | The functional. And they have like numbers? |
| 1:31:35.9  PERSON 1 | I didn’t do that yet. Wait, in the context? |
| 1:31:38.3  PERSON 2 | Yeah |
| 1:31:39.9  PERSON 1 | I didn’t put in the numbers over there. I thought you were talking about the functional |
| 1:31:43.6  PERSON 2 | Oh yeah, I have to make an element table |
| 1:31:46.3  PERSON 1 | Oh |
| 1:31:46.6  PERSON 2 | And they have an ID. I don’t know if it’s |
| 1:31:51.1  PERSON 1 | They have no ID |
| 1:31:52.1  PERSON 2 | Yeah like, they have an ID, a name and a description to refer to the right elements |
| 1:31:59.2  PERSON 1 | Ok, so user then is just one, and then |
| 1:32:01.6  PERSON 2 | Yeah |
| 1:32:02.7  PERSON 1 | Ok sorry |
| 1:32:03.0  PERSON 2 | No no no no, it’s fine |
| 1:32:22.8  PERSON 1 | For this we had 45 minutes right. |
| 1:32:27.4  PERSON 3 | Yeah, something like that |
| 1:32:28.8  PERSON 2 | Yeah, but it’s not that much |
| 1:32:30.3  PERSON 1 | No. ok now it does. |
| 1:32:30:5  PERSON 2 | Sure |
| 1:32:58.8  PERSON 1 | Yeah sorry |
| 1:33:00.4  PERSON 3 | [where did you put that docs file, L2, or in B?] |
| 1:33:05.8  PERSON 2 | B [how strange] |
| 1:33:12.1  PERSON 1 | [inaudible] and then it comes. [indeed] |
| 1:33:18.9  PERSON 2 | Oh yeah ok |
| 1:33:20.5  PERSON 3 | [inaudible] [also was the whole time just, ah no, I don’t have it, and then it just needed to be refreshed] |
| 1:33:26.7  PERSON 1 | Yeah |
| 1:33:29.9  PERSON 2 | [this then. Yeah] |
| 1:33:37.6  PERSON 1 | Can we- wait, what are you doing now? |
| 1:33:43.0  PERSON 3 | Well I was just reading what it all was, because you’re all busy and I couldn’t read it |
| 1:33:48.7  PERSON 1 | Ok. Because I thought, mine is opening again, maybe we can draw it |
| 1:33:52.8  PERSON 3 | Yes |
| 1:33:53.3  PERSON 1 | And then I’ll write with- I draw with- |
| 1:33:56.6  PERSON 3 | I have this stuff here. So that we see what we need. We should also make a separate space with the stakeholders and which stakeholders are dependent on what functions, because they do that in the functional viewpoint too. |
| 1:34:16.6  PERSON 1 | Somewhere |
| 1:34:17.9  PERSON 3 | I saw it, I saw the table. There. They do that. They say which stakeholders and what their concerns are. Maybe we should also do that |
| 1:34:30.5  PERSON 1 | Yeah |
| 1:34:34.4  PERSON 3 | And I think we need multiple functional viewpoints, and I don’t really think that we can use this because these are very big systems. And we don’t have this |
| 1:34:44.8  PERSON 1 | No |
| 1:34:46.6  PERSON 3 | But what we could do, is that we have the system, and then we have- that you can create map, or that the system has a map |
| 1:35:09.7  PERSON 1 | Yeah |
| 1:35:10.4  PERSON 3 | And then that you can create- |
| 1:35:12.0  PERSON 1 | Create, edit |
| 1:35:14.2  PERSON 3 | Edit |
| 1:35:15.6  PERSON 1 | Save |
| 1:35:15.9  PERSON 3 | Save |
| 1:35:19.1  PERSON 1 | Ok |
| 1:35:22.0  PERSON 3 | And then that you have the intersections, and then the intersections have traffic lights |
| 1:35:33.1  PERSON 2 | Sensors |
| 1:35:37.1  PERSON 3 | There was more wasn’t there |
| 1:35:41.7  PERSON 2 | Traffic light, sensors, ah wait, element. Can we find that in there |
| 1:35:51.7  PERSON 3 | Oh here, for- oh no- four way |
| 1:36:06.6  PERSON 1 | Ok let’s leave it at this, maybe we’ll find it later |
| 1:36:08.8  PERSON 3 | Maybe we’ll find it later yeah. I thought there was a third one. And then the traffic lights have a certain sequence, but they also have a timing. |
| 1:36:26.9  PERSON 1 | But currently it looks like this is- like this is something, an object, and timing is a quality of the- |
| 1:36:41.7  PERSON 3 | Yeah timing is an attribute, it’s a certain value |
| 1:36:44.7  PERSON 1 | But then I- then we can maybe state it as an attribute. That we take, maybe make it an entity-relationship diagram. |
| 1:36:55.0  PERSON 3 | Yeah we can do that |
| 1:36:56.8  PERSON 1 | Because then- but yeah then this is not really possible- yeah then below map you would have as attributes |
| 1:37:01.7  PERSON 3 | Yeah and you would have, create elements, save to. |
| 1:37:05.9  PERSON 1 | Yeah |
| 1:37:06.3  PERSON 3 | Yeah |
| 1:37:06.7  PERSON 1 | What does it say about modelling. Does it say entity relationship diagram |
| 1:37:09.7  PERSON 3 | I think they belong with the information viewpoints. The entity thingies. |
| 1:37:15.4  PERSON 1 | Yeah but you have them? Yeah definitely in the information viewpoint, because I made them. But not in the functional? |
| 1:37:22.6  PERSON 3 | No, you only have this functional |
| 1:37:24.6  PERSON 1 | Sorry? |
| 1:37:26.1  PERSON 3 | They only say, for the functional and the beginning at least, of the chapter, that you need the- yeah so big. The context mode- oh wait that’s [inaudible] the functional structure model |
| 1:37:42.2  PERSON 1 | Ok that’s all, ok then, you’re right. |
| 1:37:45.1  PERSON 3 | I don’t know, I don’t think really that there is |
| 1:37:48.2  PERSON 1 | And this is not really, this is just UML stuff |
| 1:37:50.9  PERSON 3 | This is also a component diagram, so |
| 1:37:56.0  PERSON 1 | You have some notation, and then UML component |
| 1:37:59.4  PERSON 2 | You have that in the [inaudible] |
| 1:38:01.7  PERSON 1 | Yeah but I don’t have that anymore |
| 1:38:04.6  PERSON 3 | No? |
| 1:38:04.7  PERSON 1 | Because of- it is expired |
| 1:38:10.6  PERSON 2 | That your [inaudible] is expired |
| 1:38:11.9  PERSON 1 | Yeah. Ok then maybe we can open it in yours. On your computer |
| 1:38:17.3  PERSON 2 | Yeah |
| 1:38:19.4  PERSON 3 | [inaudible] works |
| 1:38:20.5  PERSON 2 | Do you think that to make a reference under each- like a caption under each model, to refer to |
| 1:38:32.6  PERSON 1 | Like figure 2, yeah |
| 1:39:05.2  PERSON 3 | Do we know what this all means |
| 1:39:07.6  PERSON 1 | Yeah |
| 1:39:08.6  PERSON 3 | Ok. Cause I don’t |
| 1:39:10.7  PERSON 1 | Well now, yeah, only the description. But this is the entity relationship |
| 1:39:15.7  PERSON 3 | Yeah |
| 1:39:17.1  PERSON 1 | And we need it UML |
| 1:39:20.0  PERSON 3 | Well this is a component diagram. I don’t have that. I do have it in visio |
| 1:39:28.0  PERSON 1 | Ok |
| 1:39:28.3  PERSON 3 | So we could use visio for it |
| 1:39:29.8  PERSON 1 | Yeah. Ok. |
| 1:40:02.3  PERSON 2 | Ok, what are the- what is the description of the library |
| 1:40:14.1  PERSON 1 | Why did we choose the library |
| 1:40:15.6  PERSON 3 | Well you always have stuff to import, and the library could contain mathematical stuff, or other functions that are not supported. And the software package could also contain, yeah, the software package. And the libraries are maybe the same. |
| 1:40:40.7  PERSON 1 | Well we did separate them |
| 1:40:43.7  PERSON 3 | Well, the libraries in the- in our [previous project] application. The libraries contain spellchecker stuff, and to make Java look good. Visually, so, I can imagine that with anything you use you need libraries just to make it a little better. |
| 1:41:05.8  PERSON 2 | Yeah. Ok, so like, complements to the application |
| 1:41:13.1  PERSON 1 | Yeah |
| 1:41:13.9  PERSON 3 | Yeah it just extends the application and the language that you use a little bit. And the software package, that would- no it would be the other way around. And the software package would be the mathematical, statistical relations and – yeah expressions, |
| 1:41:33.1  PERSON 2 | Ok, so do you want to repeat that last sentence about |
| 1:41:39.9  PERSON 3 | The software package, that would be the mathematical and statistical equations needed for the flow of the cars. |
| 1:41:54.6  PERSON 2 | Equations needed for |
| 1:42:08.1  PERSON 3 | Yeah for the flow |
| 1:42:09.4  PERSON 2 | For the flow |
| 1:42:09.9  PERSON 3 | Yeah and the flow I think, you could also say cars but I would say |
| 1:42:14.4  PERSON 1 | Flow |
| 1:42:14.9  PERSON 3 | Flow. I’m not really sure about. Ok, so this is a component. Ok, so we have an application right |
| 1:42:28.6  PERSON 2 | Yeah [inaudible] |
| 1:42:29.2  PERSON 3 | I really hate visio sometimes |
| 1:42:33.5  PERSON 1 | That’s why I instead [inaudible]. Yeah, or just say like a traffic- |
| 1:42:40.3  PERSON 3 | Oh yeah traffic simulation |
| 1:42:41.1  PERSON 1 | Yeah |
| 1:42:43.1  PERSON 2 | Do we still have to record this by the way or- |
| 1:42:45.8  PERSON 1 | Well, I’m not sure so I thought let’s keep it on |
| 1:42:49.1  PERSON 3 | Yeah good idea. Ok. |
| 1:42:55.7  PERSON 2 | Nice |
| 1:42:56.7  PERSON 3 | Yeah thank you |
| 1:43:00.2  PERSON 1 | Ah ok yeah. |
| 1:43:02.9  PERSON 3 | Ok. And then |
| 1:43:10.7  PERSON 1 | Map |
| 1:43:12.7  PERSON 3 | We have [laugh] |
| 1:43:14.9  PERSON 2 | Bam |
| 1:43:17.6  PERSON 3 | The map |
| 1:43:26.3  PERSON 1 | It’s really |
| 1:43:32.1  PERSON 3 | So- it’s not even ah ok. |
| 1:43:37.2  PERSON 2 | Yeah? |
| 1:43:37.6  PERSON 3 | Then we have the map |
| 1:43:38.6  PERSON 1 | And the map can create, edit and save |
| 1:43:41.6  PERSON 3 | and that |
| 1:43:43.3  PERSON 1 | [part of] yeah |
| 1:43:44.4  PERSON 3 | Yeah heh |
| 1:43:47.3  PERSON 1 | Oh nice |
| 1:43:48.2  PERSON 3 | [but this should then be a part of it I think] |
| 1:43:50.8  PERSON 1 | Yeah |
| 1:43:51.9  PERSON 3 | [because then you have the map, and then tada] |
| 1:43:54.6  PERSON 1 | But don’t you have like- |
| 1:43:58.0  PERSON 2 | Yeah they do it like this, but then just don’t say what it is. |
| 1:44:03.9  PERSON 3 | We can do it like this |
| 1:44:04.7  PERSON 1 | Ok |
| 1:44:08.8  PERSON 3 | And then the map has create- |
| 1:44:15.9  PERSON 1 | Edit and save. |
| 1:44:18.4  PERSON 3 | Yeah- what,[oh wait, look] edit |
| 1:44:32.0  PERSON 1 | [sneeze] |
| 1:44:32.2  PERSON 2 | [bless you] |
| 1:44:32.4  PERSON 3 | Oh man [bless you] |
| 1:44:33.9  PERSON 1 | Thanks |
| 1:44:41.8  PERSON 2 | It’s so pretty |
| 1:44:55.5  PERSON 3 | [well ok, can be somewhat tolerated] |
| 1:44:58.2  PERSON 2 | [you think?] [laugh] [inaudible] |
| 1:45:04.5  PERSON 3 | [don’t forget to give an ID] |
| 1:45:06.7  PERSON 2 | Oh yeah |
| 1:45:07.2  PERSON 1 | [that is a really good one] |
| 1:45:09.2  PERSON 2 | [oh, we need to get back to English maybe]. Ok. |
| 1:45:15.9  PERSON 1 | Ok. Oh wait, to keep it [unambiguous] |
| 1:45:23.8  PERSON 3 | Consequent |
| 1:45:24.8  PERSON 1 | Consequent |
| 1:45:25.8  PERSON 2 | Consistent maybe |
| 1:45:26.4  PERSON 1 | Consistent yeah thanks. I did like two point space map, in the first- |
| 1:45:33.6  PERSON 3 | [Yeah, I know UML, stop it. Sorry] |
| 1:45:41.2  PERSON 2 | [no problem] |
| 1:45:41.5  PERSON 3 | Ok. So you said a one and then two points |
| 1:45:45.5  PERSON 1 | No no no, one point, and then space, and that’s it |
| 1:45:48.6  PERSON 2 | Yeah |
| 1:45:54.3  PERSON 1 | Where is the- ah ok. [laugh] what |
| 1:45:59.6  PERSON 2 | No. thanks for reminding us [Person 1] |
| 1:46:06.4  PERSON 3 | Yeah, that would have been a lot of work in [inaudible] |
| 1:46:09.5  PERSON 1 | Yeah |
| 1:46:13.5  PERSON 3 | Ok |
| 1:46:14.1  PERSON 1 | Ok, next one |
| 1:46:15.2  PERSON 3 | It looks pretty now |
| 1:46:18.1  PERSON 1 | Intersections |
| 1:46:22.0  PERSON 3 | Ok |
| 1:46:22.7  PERSON 1 | So you’re the developer right [laugh] |
| 1:46:33.7  PERSON 3 | I wonder where we started |
| 1:46:36.5  PERSON 1 | Where we started? |
| 1:46:37.7  PERSON 3 | 1, 2, 3, 4, 5, 6 |
| 1:46:42.2  PERSON 1 | Yeah. Intersections have- you wrote down traffic, what do you mean then |
| 1:46:48.9  PERSON 3 | Traffic lights. But it didn’t fit, so [laugh] |
| 1:46:54.6  PERSON 1 | Ok. Let’s make a traffic light. ok. Oh wait, like this, create, edit and save was on the same level. But you have intersection is on the same as map, and then traffic is the same as edit, or create, and then you have sequence and timing, and that’s one level deeper |
| 1:47:26.7  PERSON 3 | I think we should put that into another diagram. Because otherwise it gets too much information and it becomes too big |
| 1:47:33.1  PERSON 1 | Yeah I think so as well |
| 1:47:34.0  PERSON 3 | Ok |
| 1:47:41.1  PERSON 1 | But then we keep those |
| 1:47:42.6  PERSON 3 | Yeah, I would keep these and then intersection, you have traffic lights and sensors too. I would also keep them, just because you then know how I looks globally |
| 1:47:52.1  PERSON 1 | Yeah and then you can go deeper |
| 1:47:53.3  PERSON 3 | Yeah and then you have new figures that are maybe a little smaller. But then they do have clear guidelines, like ok you have this, and this, and this |
| 1:48:01.3  PERSON 1 | Yeah. Ok then sensors |
| 1:48:22.1  PERSON 3 | Oh I know what they have. What we forgot. No, come on- you can do it, become blue. Not you. Oh my god. |
| 1:48:38.7  PERSON 2 | What did we forget |
| 1:48:41.0  PERSON 3 | The length of the roads |
| 1:48:44.7  PERSON 2 | Yeah |
| 1:48:45.5  PERSON 3 | Because intersections also have a road length |
| 1:48:47.2  PERSON 1 | Yeah. How far are you with the writing |
| 1:49:13.4  PERSON 2 | [I’ve started with the product introduction, but, let me see, how many pages are there] |
| 1:49:18.3  PERSON 3 | [just a few lines] |
| 1:49:20.3  PERSON 2 | [I think it’s not a lot really, but ok.] |
| 1:49:23.2  PERSON 1 | [so you can make it] |
| 1:49:24.8  PERSON 2 | Yeah [look here, this is the model, and I just explained real short here what the model is] |
| 1:49:29.8  PERSON 1 | Yeah |
| 1:49:31.0  PERSON 2 | The glossary and the rationale, [and there I put the same amount on for what stakeholder the model is] |
| 1:49:37.3  PERSON 1 | [very good] |
| 1:49:38.5  PERSON 2 | [and we need to do that for each of the models] |
| 1:49:41.3  PERSON 1 | [Ok, then it isn’t that bad] |
| 1:49:42.4  PERSON 2 | Yeah, but I don’t know if we have to make more models for- that we have to use more notations for one viewpoint |
| 1:49:56.1  PERSON 1 | Yeah we think for the functional we’re gonna use more |
| 1:49:57.8  PERSON 2 | Yeah yeah |
| 1:49:58.7  PERSON 1 | But not for the information I guess |
| 1:50:01.2  PERSON 3 | I don’t think so |
| 1:50:01.5  PERSON 2 | No [just for the context] |
| 1:50:02.9  PERSON 1 | Definitely |
| 1:50:03.2  PERSON 2 | [inaudible] also quite small so |
| 1:50:05.4  PERSON 1 | Ok |
| 1:50:05.9  PERSON 2 | So [inaudible] introduction |
| 1:50:09.5  PERSON 3 | Traffic simulation has a map, and a traffic simulation has multiple intersections, and a traffic simulation also has the boundary |
| 1:50:22.6  PERSON 1 | Yeah the workspace boundary right |
| 1:50:28.6  PERSON 3 | Maybe we should name this differently because map sounds to me like the thing in which you work. Your workspace |
| 1:50:35.5  PERSON 2 | Yeah well we mean [map], like traffic map. Maybe that’s the- |
| 1:50:42.4  PERSON 3 | Yeah but here we have- maybe we should call it something like file options |
| 1:50:48.7  PERSON 1 | Or just file, because it’s your file |
| 1:50:50.4  PERSON 3 | Yeah I think so too. Then we can name the other thing, map, and then we can add the boundary to that, and then- but actually, a map has intersections again. |
| 1:51:05.8  PERSON 1 | You see we need the attribute, the entity relationship diagram |
| 1:51:13.1  PERSON 3 | Yeah |
| 1:51:22.2  PERSON 1 | No, let’s continue with what we have, since that’s from the book. But then we can just draw the line, the arrow to there, to there and one between them. That’s allowed right. Or maybe not even this one to this one, but to this and then to this one. |
| 1:51:55.2  PERSON 3 | Yeah. The file [inaudible] with the file, and then the- I think this has a map, and then we could go from this one to this one again |
| 1:52:09.2  PERSON 1 | Because- what do you mean with that |
| 1:52:11.3  PERSON 3 | This one should actually be the map itself, with the boundaries |
| 1:52:16.1  PERSON 1 | Yeah so the boundaries- let’s not call it map, that’s confusing then |
| 1:52:22.2  PERSON 3 | The workspace it would be |
| 1:52:23.5  PERSON 1 | Yeah the workspace yeah. Number. |
| 1:52:31.4  PERSON 3 | Yeah [inaudible] yeah. Yeah, this then would be the workspace. And then you have the traffic simulation. That would go to the workspace, and then would have go to intersections. And the workspace then has a boundary. |
| 1:53:15.4  PERSON 1 | And that’s it? |
| 1:53:20.9  PERSON 3 | Workspace has intersections |
| 1:53:33.9  PERSON 1 | No. |
| 1:53:41.0  PERSON 3 | No maybe not, maybe it is just like you have this, in the middle, and then you have- oh, the option is that you can do this with the file, and then you have the [inaudible] also has intersections and you can remove this from the intersections. And also has a workspace, and the workspace has a boundary. |
| 1:54:00.1  PERSON 1 | Yeah |
| 1:54:00.6  PERSON 3 | Yeah, maybe it’s alright. Maybe we should just do this, and we also had other options. Oh yeah, we did the sequence and timing schemes and the traffic lights. This should be a new diagram |
| 1:54:23.4  PERSON 1 | Which one? With the options |
| 1:54:25.0  PERSON 3 | The sequence and the timing of the traffic lights, but also the type of traffic lights you can have |
| 1:54:30.5  PERSON 1 | Yeah |
| 1:54:32.2  PERSON 3 | But we can do that in the next diagram. And then the sensors, we have that. And then set the traffic density |
| 1:54:44.2  PERSON 1 | Also the [inaudible] diagram |
| 1:54:46.0  PERSON 3 | Yeah. Yeah this would belong with a road, with the edges |
| 1:54:56.4  PERSON 2 | [inaudible] [looks good] [laugh][I think] |
| 1:55:15.5  PERSON 1 | [do you know which line goes between] |
| 1:55:16.9  PERSON 2 | [it is 20 past four o’clock] |
| 1:55:19.8  PERSON 1 | Yeah [inaudible] yeah, let’s draw the arrows and then make the other one |
| 1:55:31.3  PERSON 2 | Yeah |
| 1:55:32.6  PERSON 3 | [three quarters of an hour is really short] |
| 1:55:34.7  PERSON 2 | Yeah |
| 1:55:34.8  PERSON 3 | [I think it’s ridiculously short for this kind of assignment] |
| 1:55:36.7  PERSON 2 | Yeah |
| 1:55:39.4  PERSON 1 | [Yeah, but you have till 6, what do you have till 6] |
| 1:55:45.7  PERSON 3 | [what kind of line needs to go between. It’s really all of them are, this has this, and this also has this, but there’s only one of this, at least 6 of these intersections] |
| 1:55:58.4  PERSON 1 | [yeah, but that doesn’t matter] |
| 1:55:59.5  PERSON 3 | [that doesn’t matter] |
| 1:56:00.2  PERSON 2 | [it’s not an entity relationship diagram] |
| 1:56:02.2  PERSON 3 | [that’s true] |
| 1:56:03.1  PERSON 1 | So only an arrow, and only an outgoing arrow I guess. No, this one is both ways, this one is only outgoing. |
| 1:56:40.4  PERSON 3 | [oh come one, stupid thing] |
| 1:56:42.2  PERSON 1 | [can you, here. Oh no, never mind] |
| 1:56:45.6  PERSON 3 | [it should just work. Oh, probably should have pushed apply. ] |
| 1:56:55.6  PERSON 2 | Yep [inaudible] |
| 1:57:07.0  PERSON 3 | [oh, now it does give a broader arrow. Ok. I just get really tired of these programs that won’t work. ] |
| 1:57:17.9  PERSON 1 | [you radiate it too] [inaudible] ok, the other one [inaudible] I guess, and the other one as well. Ok, can I change one thing with the- |
| 1:57:35.0  PERSON 3 | You don’t want them that fat |
| 1:57:37.3  PERSON 1 | No that’s- no wait |
| 1:57:38.7  PERSON 3 | Ok, you do it |
| 1:57:39.5  PERSON 1 | Yeah. Just make it a bit more |
| 1:57:44.6  PERSON 3 | Oh you have to select everything |
| 1:57:46.5  PERSON 1 | Oh really |
| 1:57:47.1  PERSON 3 | Yeah. You have to pull a box over them all. Yeah |
| 1:57:57.6  PERSON 1 | Oh and then it does it. Ok it’s not gonna [inaudible] |
| 1:58:01.4  PERSON 3 | You can also do a [inaudible] arrows [laugh] |
| 1:58:08.1  PERSON 1 | [glad we work with gliffy] |
| 1:58:16.5  PERSON 3 | [that frustration doesn’t radiate from you] |
| 1:58:23.1  PERSON 1 | [Windows is [inaudible] and then also visio. Look this, this is just irritating.] |
| 1:58:33.9  PERSON 2 | [you have to keep the shift key pressed down, while you’re working with the arrow. Well-] |
| 1:58:44.2  PERSON 1 | [ok, it’s still not really nice, but it’s good enough.] |
| 1:58:50.3  PERSON 2 | Yeah? Do we save this one and put it on the drive, so you can write it? |
| 1:58:52.5  PERSON 1 | Yeah |
| 1:58:53.1  PERSON 2 | Write about it |
| 1:58:53.1  PERSON 1 | Ok |
| 1:59:00.2  PERSON 2 | I guess the modelling was within the two hours |
| 1:59:05.7  PERSON 3 | No I don’t think so, because we still have 25 minutes, 22 minutes left. |
| 1:59:11.6  PERSON 2 | Yeah but it’s still not that much time for modelling |
| 1:59:16.3  PERSON 1 | No it’s not |
| 1:59:18.8  PERSON 3 | Do you think they’re gonna check on us if we’re done |
| 1:59:24.0  PERSON 2 | What do you mean |
| 1:59:26.1  PERSON 3 | Well, they also just stay here after the 25 minutes are over of just continue working on it |
| 1:59:31.7  PERSON 2 | We’ll see. |
| 1:59:33.9  PERSON 1 | Yeah no, the deadline is at 6, so they don’t mean that you have to be done in this time. Otherwise the deadline wouldn’t be at 6 |
| 1:59:42.6  PERSON 2 | Well I think you have to be done within |
| 1:59:46.0  PERSON 3 | Well let’s continue and not talk about it. Pdf, jpg? |
| 1:59:56.4  PERSON 1 | Jpg |
| 1:59:57.1  PERSON 2 | Jpg |
| 2:00:00.2  PERSON 1 | Ok we have two model left right |
| 2:00:02.9  PERSON 3 | I think so yeah |