

Meeting Minutes with stakeholders

Team 10

6 Dec 2024

1 Meeting notes

- Shooting will begin in the summer. We are welcome to participate in, but it is not a hard requirement and will not be included in SRS.
- Monitor Room
 - We do not need to make a door for the monitor room, the camera will not cover the back of the scene.
 - Color need to be changeable.
 - Create the space first, decide the layout later.
 - Start create this asset first, because the stakeholders need to decide more details of the corridor later.
- Corridor
 - Do not expect the interior scene of the door. But it should include the change of light like shadow effects.
 - Only the upper platform needs a window.
 - The window should be the TV shape :)
 - Stakeholders have not decided the shooting angle yet.
- Both the virtual assets and OER will be open sources (decided by the stakeholders)
- We also talk about the work station that was provided to us. Stakeholders will buy a new PC for the project. But they still need to decide buy computer parts and let us assemble them ourselves or buy a complete machine directly.

2 Things need to change in the SRS

- Lighting need to be adjustable later.
- The details need to be changeable.

- For the frame rate, it should be at least 50 fps, 75 fps is better. Need to check it again in Unreal Engine website.

3 Q & A

- Can we use online open sources for the virtual assets? - It is fine to use open sources but it should be careful about the copyright.
- Do we need to add and control the sound effects? - No