

Minutes 01-31-24

Chintan

Not present.

Tasks

- Demo progress on generating the traffic grid.
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Mikyle

Updates

- Happy to have joined the team!
- Estimates the car-related features may take a Unity developer about a month.
- Estimates that procedurally generating a city may take a Unity developer about 4 months (until the end of the spring).
 - This potentially includes streetlight prefabs and scripts to coordinate lights.
 - Includes the roads, buildings, and spaces that are neither roads or buildings.
- Will work on the environment generation.

Feedback

Tasks

- Explore existing techniques/code to generate the environment.
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Leo

Updates

- Interviewed more Unity developers.
- Interviewed software developers.
- Drafted a timeline for the project with Mikyle (see Mikyle's updates).

Feedback

Tasks

- Interview more Unity developers.
- Recruit at least one more Unity developer to work on car-related features.
- Within the next couple of weeks, draft a plan to work on the agents' algorithms.