

Minutes 10-18-23

Ayush

Updates

- Worked on camera.
- Faced problems running the project after the latest update.

Feedback

- Work on the scene's cameras instead of a player's camera.
- Alternatively, experiment and try to find a way to make a player's camera work.

Tasks

- Reminded him his deliverable is a spheric field of view of controllable radius.
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Urja

Updates

- Downloaded stop sign and streetlight prefabs.
- Faced problems running the project after the latest update.

Feedback

- Don't work on traffic mechanics for now (streetlights, stop signs).
- Don't download more prefabs unless needed.
- Use the prefabs in the project.

Tasks

- Merge her branch with Chintan's.
 - Reminded her her deliverable is a realistic traffic grid.
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Chintan

Updates

- Downloaded building prefabs.

Feedback

- Don't download more prefabs unless needed.
- Use the prefabs in the project.

Tasks

- Merge his branch with Urja's.
 - Reminded him his deliverable is a realistic traffic grid.
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Leo

Updates

- Demonstrated how to run the project with one or multiple players. Reminded the team that there is a video demo posted on GitHub.
- Deployed a sample game on UGS' infrastructure. The server-based multiplayer test worked, but the backfilling didn't.

Feedback

Tasks

- Find, deploy, and test a working sample to use as reference.