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|  | **Timespan** | **Content** |
| 1 | 0:02.5 - 0:30.2 | P1: Male, P2: Male  ========================================================================  P1: let start with context view and so to describe the surroundings mostly of the system what will the system interact with, you have a pen? |
| 2 | 0:30.2 - 0:49.2 | P1: so like a just do as we did with the other one. |
| 3 | 0:49.2 - 0:52.2 | P1: we draw the system in the middle I guess? |
| 4 | 0:52.2 - 1:02.5 | P2: I think I have it here |
| 5 | 1:02.5 - 1:20.9 | P1: you know like maybe we can try to draw it on the paper first and then if it looks good |
| 6 | 1:20.9 - 1:33.4 | P1: we have students right, they are the primary user of this systems, right? |
| 7 | 1:33.4 - 1:35.6 | P3: yeah, I think we can a. |
| 8 | 1:35.6 - 2:33.2 | P1: and we have the system, we have the students, uses the system, but a .  Instructor: (Knok.. knock..) hello, just wanna ask do you have everything, do you understand everything,  P1: yeah we think so.  Instructor: don't forget to the discussion in English.  P1: of course, that was you coming in. |
| 9 | 2:33.2 - 3:02.3 | P2: but honestly, lets just think about, so we have the system. We have some, we need to find out who are, I mean, who are what interact with the systems, what surround the systems and not the stuff that inside the system |
| 10 | 3:02.3 - 3:09.2 | P2: but, you know. Yeah. |
| 11 | 3:09.2 - 3:21.1 | P3: some kind of a |
| 12 | 3:21.1 - 3:29.1 | P1: you know, how would you make, I mean just a simple config. |
| 13 | 3:29.1 - 3:45.6 | P2: put something there, professor, just professor have anything to do with this? |
| 14 | 3:45.6 - 4:00.1 | P3: no, I don’t think so |
| 15 | 4:00.1 - 4:16.5 | P1: I guess you would have some, you know like |
| 16 | 4:16.5 - 4:23.2 | P1: would you wanna? |
| 17 | 4:23.2 - 4:28.8 | P3: I thought I read there were some kind of algorithm or something |
| 18 | 4:28.8 - 4:29.8 | P1: external, right? |
| 19 | 4:29.8 - 4:32.4 | P3: yeah |
| 20 | 4:32.4 - 4:44.1 | P1: yeah that's right, I think so, here it is, you will be able to reuse an existing software packages that provides relevant in mathematical functionality |
| 21 | 4:44.1 - 4:48.1 | P3: so that gonna be there, I think |
| 22 | 4:48.1 - 4:51.6 | P2: sure, that external systems |
| 23 | 4:51.6 - 4:54.1 | P2: what do we call it |
| 24 | 4:54.1 - 5:24.2 | P3: statistical distribution random generators |
| 25 | 5:24.2 - 5:32.1 | P2: also queuing |
| 26 | 5:32.1 - 6:00.0 | P1: so that’s to make like this, external packages with different kind of functionality in it, and the system interacts with it, would you say that would you wanna like |
| 27 | 6:00.0 - 6:10.6 | P2: how do you, do you wanna save your, do we need some kind of data storage, database or |
| 28 | 6:10.6 - 6:35.3 | P1: I don't think so, coz it's only use for, they're just gonna play around with it, according to requirements, they don’t wanna or maybe you wanna be able to store, to save your, like save your map that you've build, save your settings |
| 29 | 6:35.3 - 6:45.7 | P3: I'm thinking about, if the map is fix, we would only one map where you can changes map and stuff |
| 30 | 6:45.7 - 7:03.3 | P1: I understand that you build your own like in SimCity, so you can create exactly how long you wanna road to be and |
| 31 | 7:03.3 - 7:09.1 | P3: yeah, the students must be able to create artificial map |
| 32 | 7:09.1 - 7:23.2 | P1: but the requirements doesn’t say anything about, that you can save your map or anything, you could have that functionality because it's nice |
| 33 | 7:23.2 - 7:30.5 | P2: it could be nice, to like continue what we do tomorrow or something |
| 34 | 7:30.5 - 7:48.1 | P1: yeah, yeah I guess. But if we include like data storage would it be like effect any other |
| 35 | 7:48.1 - 7:52.3 | P2: no, I don’t think so |
| 36 | 7:52.3 - 8:01.0 | P1: we should do it, we should have a database |
| 37 | 8:01.0 - 8:25.1 | P1: so the system interact with this, what do we call this, mathematical software packages, that external, and database, and students, and all the users |
| 38 | 8:25.1 - 8:46.6 | P1: but, is there any other, like I don’t know. What do you think? |
| 39 | 8:46.6 - 8:55.7 | P3: I think it's a, I think that's it actually |
| 40 | 8:55.7 - 9:07.3 | P1: yeah, coz you don’t wanna |
| 41 | 9:07.3 - 9:16.6 | P1: user. Sure, do you wanna have an admin? |
| 42 | 9:16.6 - 9:22.3 | P2: this is, do we have to have an admin, like administrator |
| 43 | 9:22.3 - 9:40.2 | P2: I don’t know actually, maybe some kind of learning thing to help out, to help in the beginning with how you use it |
| 44 | 9:40.2 - 9:44.0 | P1: you mean like help guide or manual |
| 45 | 9:44.0 - 9:51.3 | P2: yeah. Like some kind of manual |
| 46 | 9:51.3 - 10:01.4 | P1: but that could just be paper, that doesn’t have to be connected to the system |
| 47 | 10:01.4 - 10:28.5 | P2: yeah, but I haven't read anything else about any other like parties involve for external surrounding |
| 48 | 10:28.5 - 10:33.1 | P1: so I guess that this is sufficient |
| 49 | 10:33.1 - 10:35.1 | P3: yeah, I think that's it actually |
| 50 | 10:35.1 - 10:56.6 | P1: maybe we should check the website, to look at template. He upload like a template that we should use, here you go |
| 51 | 10:56.6 - 11:03.6 | P2: wow really, that's cool |
| 52 | 11:03.6 - 11:19.4 | P1: here we go |
| 53 | 11:19.4 - 11:31.9 | P3: wow. Ok |
| 54 | 11:31.9 - 11:41.2 | P1: ok |
| 55 | 11:41.2 - 11:46.5 | P1: so but I guess this is, well this is |
| 56 | 11:46.5 - 11:50.7 | P3: we gonna do that last I think |
| 57 | 11:50.7 - 12:01.7 | P1: yeah, but I would, I feel pretty comfortable with this context view |
| 58 | 12:01.7 - 12:02.1 | P2: yeah me to |
| 59 | 12:02.1 - 12:04.2 | P1: when did we start by the way? |
| 60 | 12:04.2 - 12:11.4 | P2: oh yeah it said 12 minutes |
| 61 | 12:11.4 - 12:18.1 | P3: it looks good |
| 62 | 12:18.1 - 12:29.7 | P1: should we go ahead with the functional view and do this in Visio later |
| 63 | 12:29.7 - 12:35.3 | P3: ok, if we come out with some changes and stuff |
| 64 | 12:35.3 - 13:01.1 | P1: yeah, so what I, talking about functional view. I had some, where was that |
| 65 | 13:01.1 - 13:04.1 | P3: what do you looking for |
| 66 | 13:04.1 - 13:18.1 | P1: we just talk about three different kind of modules that we identified, wasn't it |
| 67 | 13:18.1 - 13:42.8 | P1: so first of all we need to have some sort of map, map creation, map design like builder you know, but what they call that exactly |
| 68 | 13:42.8 - 13:56.4 | P2: where the hell was it |
| 69 | 13:56.4 - 13:58.3 | P2: some kind of design |
| 70 | 13:58.3 - 14:07.1 | P3: ok lets call it map designer |
| 71 | 14:07.1 - 14:16.4 | P1: sure |
| 72 | 14:16.4 - 14:33.2 | P1: and |
| 73 | 14:33.2 - 15:04.3 | P3: some kind of traffic density management ok, that what they need to have, when they render the program right |
| 74 | 15:04.3 - 15:14.2 | P1: yeah, to |
| 75 | 15:14.2 - 15:21.8 | P2: and also |
| 76 | 15:21.8 - 15:40.1 | P3: here, so we have map design, and we need traffic timing management, you know |
| 77 | 15:40.1 - 15:42.3 | P1: yeah. |
| 78 | 15:42.3 - 15:56.0 | P2: and third one there was a traffic simulation |
| 79 | 15:56.0 - 16:14.8 | P1: yeah exactly, the simulator, that basically the interface or not the interface it self, that what you gonna see when you |
| 80 | 16:14.8 - 16:22.4 | P2: simulator, where you can see the problems, yeah |
| 81 | 16:22.4 - 16:36.0 | P1: simulator, traffic simulator,  P2: and then also see the results of the changes that they might made make. |
| 82 | 16:36.0 - 16:37.5 | P1: yeah |
| 83 | 16:37.5 - 16:38.9 | P1: with traffic patterns |
| 84 | 16:38.9 - 16:56.1 | P1: so, I imagine it's like a game pretty much, you have, you simulate, you do some settings, like clicking in the menu and then you |
| 85 | 16:56.1 - 17:03.7 | P1: it simulates what happen, then you get the results |
| 86 | 17:03.7 - 17:09.6 | P2: we're like task is eliminate all the crash it and stuff like that |
| 87 | 17:09.6 - 17:15.7 | P3: yeah, and basically have the minimal waiting time for the cars in line like that |
| 88 | 17:15.7 - 17:34.9 | P1: so you do, you see the cars running on the screen like in the game, and then you get statistics all the time on the time and the risk and crash |
| 89 | 17:34.9 - 17:52.7 | P1: but the interface it self, that’s not included in the functional view in any sense, so it just no really specified |
| 90 | 17:52.7 - 17:57.5 | P3: so I'm thinking about additional tools |
| 91 | 17:57.5 - 18:00.1 | P2: are there any |
| 92 | 18:00.1 - 18:03.2 | P3: yeah, with the mathematical stuff |
| 93 | 18:03.2 - 18:05.1 | P2: oh yeah, that's right |
| 94 | 18:05.1 - 18:27.7 | P1: that's, oh yeah, so the mathematical software packages, where does that come in, statistical distributions, what does that do in |
| 95 | 18:27.7 - 18:34.3 | P1: that, you got to have some |
| 96 | 18:34.3 - 18:46.9 | P3: do we need like, I don’t know, like game engine, like the engine. |
| 97 | 18:46.9 - 18:52.5 | P2: yeah, probably. |
| 98 | 18:52.5 - 18:54.6 | P3: so that kind of |
| 99 | 18:54.6 - 19:02.4 | P2: but the game engine isn't that the traffic simulator |
| 100 | 19:02.4 - 19:10.5 | P1: I would say no |
| 101 | 19:10.5 - 19:39.8 | P1: I would say that like this, we have the game engine to support, so this game engine talks to software packages with this out here, the mathematical, so you design your map |
| 102 | 19:39.8 - 20:08.7 | P1: you design the density of the game, and you design the timing of the intersections, game engine render or kind does the calculation and logic, which then simulated so that it becomes visible to. I would say that probably |
| 103 | 20:08.7 - 20:19.8 | P3: could be the way, coz like this all four have to be included to do the traffic simulation |
| 104 | 20:19.8 - 20:45.4 | P1: yeah, and pretty much game engine would be replace where all the algorithm and all the logic is really located. coz this is more really like 3D like visual rendering, is that much code in here |
| 105 | 20:45.4 - 20:56.4 | P2: I'm thinking about visual result afterwards is to like some kind of thing |
| 106 | 20:56.4 - 21:05.1 | P1: I would say this all happens here |
| 107 | 21:05.1 - 21:08.6 | P2: could be so. |
| 108 | 21:08.6 - 21:10.9 | P1: that is not be a bad deal anyway. |
| 109 | 21:10.9 - 21:15.2 | P2: yeah. exactly |
| 110 | 21:15.2 - 21:21.3 | P1: so if we look at this |
| 111 | 21:21.3 - 21:51.5 | P1: the flow, and what data flows. in the map designer, we kind of. we design the map, but that also |
| 112 | 21:51.5 - 22:17.7 | P2: design map, it comes to game engine.  P1: yeah  P2: and then you choose timing, traffic timing, and then that comes to the engine, and then you choose the traffic density, and then you simulate it |
| 113 | 22:17.7 - 22:37.5 | P1: yeah, coz the requirement doesn’t say anything about real time you can change density like real time, and I'm thinking you could do all the settings and then hit run |
| 114 | 22:37.5 - 22:39.1 | P2: yeah, that what I've think |
| 115 | 22:39.1 - 22:47.4 | P1: and then it simulates it, and it takes 10 seconds then it's (inaudible), and then you can changes the settings and do it again. |
| 116 | 22:47.4 - 22:59.1 | P2: yeah, exactly, so you don’t do in real time |
| 117 | 22:59.1 - 23:02.8 | P3: I just though about it |
| 118 | 23:02.8 - 23:08.3 | P1: that's gonna complicate things a little bit more |
| 119 | 23:08.3 - 23:14.9 | P1: but, a you know |
| 120 | 23:14.9 - 23:36.2 | P1: if I have to make this work, I think this is a nice functional view, we should cross like check the requirements again to make sure we haven't forgotten any like important features which are not included |
| 121 | 23:36.2 - 23:50.7 | P2: yeah, students must be able to create a visual map of an area, so that happen there |
| 122 | 23:50.7 - 24:14.5 | P1: we are gonna |
| 123 | 24:14.5 - 26:05.4 | (Reading the assignment) |
| 124 | 26:05.4 - 26:21.1 | P3: so the traffic labels must be visual to the user in real time in the simulation |
| 125 | 26:21.1 - 27:25.1 | P2: traffic labels,  P3: like that doesn't matter,  P1: yeah well it's just that.  P3: it doesn't matter coz they cannot changes anything during the simulation anyway. |
| 126 | 27:25.1 - 28:09.4 | (Reading the assignment) |
| 127 | 28:09.4 - 29:17.6 | P1: so the, to be kind a sequence, so in which order would we do this, first we design the map, that is first, then you wanna set the timing before you start simulating  P3: right, that pretty right when you design the map, so like on the map you put the traffic signal and stuff and then you changes the time right over there, so those two just happening of to each other |
| 128 | 29:17.6 - 29:29.0 | P1: and what about this stuff, the density you have to set it. |
| 129 | 29:29.0 - 29:42.7 | P3: that could be probably be a, you know.  P1: how would you |
| 130 | 29:42.7 - 29:59.6 | P1: you wanna draw the map, you wanna set the timing, you wanna pass that data to game engine, and then you wanna set the density |
| 131 | 29:59.6 - 30:18.8 | P3: that like, those two you make to have the map and then you send it to game engine and then when you see the map you can use the traffic density management to choose which roads is almost abandon and which one is beasty. |
| 132 | 30:18.8 - 30:35.8 | P1: so here do decide how many cars gonna run over road, and then you so.  P2: what have nicer |
| 133 | 30:35.8 - 31:04.3 | P2: maybe like this (drawing).  P1: that look good, and those two will go into that, and that one will go back, and this one will trigger, the game engine will trigger the simulator. |
| 134 | 31:04.3 - 31:18.8 | P1: and this one will, it's external. |
| 135 | 31:18.8 - 31:32.1 | P2: so I don’t wanna really have it, to close, lets just put it here and |
| 136 | 31:32.1 - 31:58.3 | P2: coz the game engine probably request some kind of random number simulator, and they get that from the packages |
| 137 | 31:58.3 - 32:22.1 | P2: that is probably, the user or the students probably decide that in the traffic timing management if they want to have like 100 cars or with the one that auto generate a number or something  P1: Sure |
| 138 | 32:22.1 - 32:26.6 | P1: so I guess this is good enough. |
| 139 | 32:26.6 - 32:28.2 | P2: I guess so. |
| 140 | 32:28.2 - 32:38.1 | P1: now we want to draw what data that goes in and out |
| 141 | 32:38.1 - 33:18.6 | (drawing) like this |
| 142 | 33:18.6 - 33:34.8 | P1: from the map designer to the game engine you would have some of |
| 143 | 33:34.8 - 34:14.5 | P2: map designer, and so you pass the map designer, you pas the designed map, that what it send |
| 144 | 34:14.5 - 34:35.4 | P1: and you said that traffic timing settings  P2: yeah, for the map |
| 145 | 34:35.4 - 34:57.5 | P2: but I've thinking like the map designer should probably send the map to the game engine, the game engine should probably send the map to the traffic timing management.  P1: but they should be like map designer goes to traffic timing management then down. |
| 146 | 34:57.5 - 35:02.3 | P2: isn't those two probably need to interact |
| 147 | 35:02.3 - 35:07.0 | P1: yeah, if they gonna be able to put the traffic lights |
| 148 | 35:07.0 - 35:22.5 | P2: yeah, that is right. that what I've thinking |
| 149 | 35:22.5 - 35:44.3 | P1: the timing schemes, intersection timing scheme |
| 150 | 35:44.3 - 36:15.2 | P1: but do you really need to know, do you really need to |
| 151 | 36:15.2 - 36:36.9 | P3: coz it's hard to set traffic timing if you don't know if it's like 8 or 9 traffic lights |
| 152 | 36:36.9 - 37:00.5 | P1: let connect this, alright |
| 153 | 37:00.5 - 37:22.7 | P3: that is good, and just like a, if you don’t want to changes the map just the timings |
| 154 | 37:22.7 - 37:27.5 | P1: what do you mean |
| 155 | 37:27.5 - 37:56.6 | P3: I mean like if you wanna changes the, that is like I'm thinking if you wanna to changes, if you did the simulation but you wanna changes the map or the timing, then you probably have to have some kind of arrow back to timing and map designer |
| 156 | 37:56.6 - 38:29.6 | P1: yeah. in some way. but then again if you wanna changes, you just restart, so you wouldn't have to like send anything from here from traffic, from the end, back to the start, you wouldn't have to send any data. you just have to, ok this isn't work out. it exits. start over. would you agree |
| 157 | 38:29.6 - 38:40.4 | P2: ok and the map and the traffic is already save in the database. so can just choose that and then |
| 158 | 38:40.4 - 38:43.6 | P1: some thing like that,  P3: I think that sound fair |
| 159 | 38:43.6 - 38:47.2 | P1: but here, what I guess just send up here |
| 160 | 38:47.2 - 38:59.5 | P3: but then what this arrow then, will is this necessary, because you never just send a map |
| 161 | 38:59.5 - 39:18.6 | P1: but I'm thinking maybe you wanna just changes the traffic timing and you wanna keep the map as it is. |
| 162 | 39:18.6 - 39:38.1 | P2: so you’re thinking like in the database you can have both the map saved and the map plus the traffic timing saved, ok then it make sense |
| 163 | 39:38.1 - 39:40.0 | P1: I don’t know it could be a good |
| 164 | 39:40.0 - 39:47.2 | P3: yeah, then it make sense |
| 165 | 39:47.2 - 40:01.2 | P3: coz maybe it's even easier to just sometime have the map and then we do all the traffic timing instead of changing |
| 166 | 40:01.2 - 40:08.1 | P2: ok, lets go for it. |
| 167 | 40:08.1 - 40:39.2 | P1: so the game engine would probably, so this one here would have to go like this, do you agree, I mean the traffic density gonna come to the engine again. |
| 168 | 40:39.2 - 41:13.0 | P1: traffic density setting (typing), and so the game engine will has all of this to the traffic simulator, which will then render everything, to be surely,  P2: yup  P1: what do we call that, what that flows to traffic simulator. |
| 169 | 41:13.0 - 41:28.9 | P3: probably all like everything, all the information and stuff |
| 170 | 41:28.9 - 41:41.6 | P1: but I don’t know, what do you call that. |
| 171 | 41:41.6 - 41:57.3 | P2: like the finish, it doesn't really mater though but |
| 172 | 41:57.3 - 42:24.4 | (silent) |
| 173 | 42:24.4 - 42:36.9 | P1: game logic, is that even a thing, like they send instruction the game we want to be |
| 174 | 42:36.9 - 42:38.9 | P2: or like user input |
| 175 | 42:38.9 - 43:05.1 | P1: yeah, is more like the finish, this is, so here is the game, here we go, here is all the logic and the algorithm just a make it artificial, that what happen here, but |
| 176 | 43:05.1 - 43:15.5 | P3: yeah. I'm thinking logic could be good.  P1: like that |
| 177 | 43:15.5 - 44:11.9 | P3: yeah,  P2: and the mathematical software packages it has to be a, it provides finished algorithm and stuff like that. help canna be helper like the request. so should be like double arrow or single arrow.  P1: single arrow but the other way, and the |
| 178 | 44:11.9 - 44:20.0 | P2: what was the. I guess |
| 179 | 44:20.0 - 44:24.2 | P1: something like that. |
| 180 | 44:24.2 - 44:34.5 | P1: yeah, are you happy. |
| 181 | 44:34.5 - 44:37.5 | P2: I'm happy, are you happy |
| 182 | 44:37.5 - 44:55.8 | P3: I'm just thinking about this, about this, i agree with you, it doesn't, but if you do have, you do all the, let say you have a map designer and you draw a map |
| 183 | 44:55.8 - 44:59.4 | P1: you save the map |
| 184 | 44:59.4 - 45:44.0 | P1: you know, and then you kind of, I don't think we need this, that what I'm saying, then you just, you don’t send the map directly from the map designer to the timing management you just save it and then you open this part of the program then you hit like open map, you open it from the database, so it's like inside here. I'm thinking |
| 185 | 45:44.0 - 45:47.5 | P2: yeah, I understand what you mean |
| 186 | 45:47.5 - 46:10.3 | P1: I don’t think we need to have that connection , because it could be like confusing, I'm thinking about when we're doing the information view, then you would be really confuse about. |
| 187 | 46:10.3 - 46:35.4 | P2: yeah probably.  P1: you know lets save this and we probably have to change something anyway, when we have all the views completed, do you think we need to do like break this down, deeper |
| 188 | 46:35.4 - 46:52.6 | P3: yeah, maybe map designer, coz like there we have to choose between like number of roads and stuff like that. |
| 189 | 46:52.6 - 47:19.6 | P2: yeah, that pretty complicated module, I would say. so yeah. but we don’t have all the time in the world.  P3: definitely not  P1: I'm saving this |
| 190 | 47:19.6 - 47:34.3 | P1: and we can continue, so we break down if we have the time for it. |
| 191 | 47:34.3 - 47:45.7 | P1: do we just quickly do the context diagram |
| 192 | 47:45.7 - 47:55.9 | P2: that probably good decision |
| 193 | 47:55.9 - 48:07.3 | P2: do you wanna do some chit-chat, |
| 194 | 48:07.3 - 48:15.3 | P1: what do you mean by that. story telling |
| 195 | 48:15.3 - 48:20.8 | P3: no, I don’t think so. |
| 196 | 48:20.8 - 48:23.1 | P1: this the way you did it right |
| 197 | 48:23.1 - 48:31.1 | P2: yeah, and what the system called |
| 198 | 48:31.1 - 48:38.9 | P2: traffic simulation, traffic signal simulator |
| 199 | 48:38.9 - 49:03.1 | P2: and yeah. |
| 200 | 49:03.1 - 49:16.6 | P1: like that.  P2: yeah |
| 201 | 49:16.6 - 49:19.9 | P1: maybe we want, should we break down. |
| 202 | 49:19.9 - 49:23.2 | P3: yeah, but you have that under |
| 203 | 49:23.2 - 49:26.8 | P1: oh yeah, that is right, you can write those |
| 204 | 49:26.8 - 49:34.8 | P3: coz that how we did it last time |
| 205 | 49:34.8 - 49:37.9 | P2: but we haven't got our feed back on that one yet. |
| 206 | 49:37.9 - 49:43.1 | P1: let see whether it was good |
| 207 | 49:43.1 - 49:49.1 | P1: not much to do |
| 208 | 49:49.1 - 50:37.2 | P2: let just (typing), it's statistical distributions, random number generator. |
| 209 | 50:37.2 - 51:27.3 | (still typing) I though it will look better. |
| 210 | 51:27.3 - 51:31.4 | P1: what kind of arrow do we use here |
| 211 | 51:31.4 - 51:44.2 | P2: we use the dash one,  P1: any specific reasons. |
| 212 | 51:44.2 - 51:59.2 | P2: because it's like for instance, mathematical software packages contains of these three different ones |
| 213 | 51:59.2 - 52:08.2 | P1: kind like this, or maybe like this |
| 214 | 52:08.2 - 52:19.8 | P2: yeah, that probably. |
| 215 | 52:19.8 - 52:50.9 | P3: yeah. exactly |
| 216 | 52:50.9 - 53:54.1 | (drawing) let me change, we can use user then take students |
| 217 | 53:54.1 - 54:00.3 | P1: do you know who the user are. |
| 218 | 54:00.3 - 54:14.6 | P2: it's probably just if something happen in the future to make this changes module, what do you think |
| 219 | 54:14.6 - 54:18.1 | P1: yeah. yeah. |
| 220 | 54:18.1 - 54:21.4 | P2: it just line up. |
| 221 | 54:21.4 - 54:30.4 | P1: yeah sure. yeah ok |
| 222 | 54:30.4 - 54:56.7 | (typing) |
| 223 | 54:56.7 - 55:16.8 | P1: that is alright. so this is context view. |
| 224 | 55:16.4 - 55:27.9 | P1: database also. where are the |
| 225 | 55:16.8 - 55:16.9 | P2: yup. |
| 226 | 55:27.9 - 57:26.0 | P3: I just reinstall this and the, is not the same. we should find the database. where is my UML.  P2: here we have the database.  P1: great context view done. suppa lekker |
| 227 | 57:26.0 - 57:39.0 | P2: how about five minutes break. five minutes break |
|  |  |  |
|  |  |  |
| 228 | 1:0:00.0 – 1:0:56.0 | P1: okay, back after break, so we were finish with the context view and the functional view, moving on to the information view where we will try to illustrate the flow of information between modules and the user selection and all and we do it with BPMN notation. I would say |
| 229 | 1:0:56.0 – 1:1:43.3 | P1: so let just, map designer, traffic timing management, game engine, and the traffic density management, and the traffic simulator |
| 230 | 1:1:43.3 - 1:2:04.7 | P1: software packages, yeah. |
| 231 | 1:2:04.7 - 1:2:45.6 | P1: this one is oranges, and (drawing some thing) this kind a complicated one. |
| 232 | 1:2:45.6 - 1:3:35.9 | P1: yeah. so first of all, as a user, here is the start. as a user you. was the first step you take. you going to the map designer right,  P2: right, or maybe you choose if you want to . if you want to take the map from database or you wanna create a new one,  P1: yeah that is right |
| 233 | 1:3:35.9 - 1:4:24.0 | P1: and I would say, lets draw this database, right.  P2: yup.  P1: so the first thing you actually do is you make a choice.  P2: yup. |
| 234 | 1:4:24.0 - 1:4:33.2 | P1: new or existing map. in that way. |
| 235 | 1:4:33.2 - 1:4:49.3 | (silent) |
| 236 | 1:4:49.3 - 1:5:30.9 | P1: and then you say, and we can use one of this, this is a collapse sub process, which means that we simplified.  P2: okay.  P1: so the plus sign means a lot of stuff going on but we are not going into detail.  P3: ok that is true  P1: coz I don’t think should we draw exactly how you design a map |
| 237 | 1:5:30.9 - 1:5:49.5 | P1: that is too much. and then you . oh yeah |
| 238 | 1:5:49.5 - 1:6:16.9 | P1: so if it's a new one, then you go to design map, right.  P3: yup. |
| 239 | 1:6:16.9 - 1:6:33.3 | P1: lets do it like this, and here you have the report existing map |
| 240 | 1:6:33.3 - 1:6:45.4 | P1: which is done. like that.  P3: yup |
| 241 | 1:6:45.4 - 1:6:55.1 | P1: existing report map |
| 242 | 1:6:55.1 - 1:7:23.0 | P1: this some thing that provided from the database with this kind a |
| 243 | 1:7:23.0 - 1:7:46.9 | P1: all right. yup. I'm just gonna,  P2: slow mode |
| 244 | 1:7:46.9 - 1:8:01.2 | P2: yeah, I remember like this |
| 245 | 1:8:01.2 - 1:8:19.0 | P1: there we go and there we go |
| 246 | 1:8:19.0 - 1:8:44.1 | P2: ok yup. it looks okay |
| 247 | 1:8:44.1 - 1:9:22.7 | P1: so what happen, so either you import map from the database or you design a new map.  P2: yup. and then that map comes down to traffic timing management.  P1: yeah. |
| 248 | 1:9:22.7 - 1:9:37.4 | P2: oh yeah. that is right. it has to. maybe we should do this one so that the map goes to that |
| 249 | 1:9:37.4 - 1:9:55.2 | P1: I think that looks good. like this? |
| 250 | 1:9:55.2 - 1:11:11.7 | P3: I like that.  P1: yeah it's better. okay for the record we just changes the original functional view so that the map goes from the map designer to the traffic timing management and then from there the traffic timing settings goes to the game engine. but we do have to send the map as well to the game engine. yup. right. no but the map goes to the traffic timing management. and then you just add the traffic timing to map and then you send the whole thing to the game engine. yeah. or like this with two.  P3: yeah.  P1: why not. I don’t know.  P2: yeah. why not. |
| 251 | 1:11:11.7 - 1:11:30.6 | P2: or we just called it like the map with the traffic timing |
| 252 | 1:11:30.6 - 1:11:45.6 | P2: like a map with traffic timing |
| 253 | 1:11:45.6 - 1:11:55.8 | P1: map with traffic timing settings. yeah |
| 254 | 1:11:55.8 - 1:12:03.4 | P2: yes. |
| 256 | 1:12:03.4 - 1:12:50.4 | P1: so back to the information view. what you do is you send it to the traffic timing management and there you do your settings what exactly done in the traffic timing management. that is this one right.  P3: you set the behavior of the traffic light in each of intersections. |
| 257 | 1:12:50.4 - 1:13:26.9 | P2: and you choose. if you have left hand turns,  P1: but I guess this is also pretty detail stuff just do wanna this. so you do this thing. |
| 258 | 1:13:26.9 - 1:13:42.8 | P1: import map or design map. either way the output is a map. it is. |
| 259 | 1:13:42.8 - 1:14:00.2 | P1: and here you figure traffic timing settings.  P3: yeah |
| 260 | 1:14:00.2 - 1:14:19.6 | P1: so we have to do this sequential. so it goes. |
| 261 | 1:14:19.6 - 1:14:35.5 | P1: import map. |
| 262 | 1:14:35.5 - 1:14:44.9 | P1: so it's . they all go to the thing |
| 263 | 1:14:44.9 - 1:14:50.7 | P1: like that .  P3: yeah. |
| 264 | 1:14:50.7 - 1:15:04.5 | P1: and or maybe we should draw this better coz the map is |
| 265 | 1:15:04.5 - 1:15:23.2 | (drawing) |
| 266 | 1:15:23.2 - 1:15:48.1 | (still drawing) perfect, but... |
| 267 | 1:15:48.1 - 1:16:06.8 | P3: that understandable, definitely |
| 268 | 1:16:06.8 - 1:16:47.1 | P1: and okay, so we have set the timing settings and alright. then we wanna send this to the game engine. is there any choice made here like |
| 269 | 1:16:47.1 - 1:17:18.9 | P3: intersections light behavior should be able to change input from whether or not they choose to have sensors or not.  P2: but that is a that is made .  P3: that here right. that is in this.  P2: yeah .and map timing . traffic timing. |
| 270 | 1:17:18.9 - 1:18:07.8 | P1: yeah. but do we need to like include that in our view at all.  P3: is it to is it important.  P1: no I think it's a . no I don’t think so.  P3: that leave us with a different. like a different level on the whole things. |
| 271 | 1:18:07.8 - 1:18:16.0 | P3: I didn't think of some thing at all. I guess we need to save the map here. |
| 272 | 1:18:16.0 - 1:18:23.3 | P1: yeah. definitely |
| 273 | 1:18:23.3 - 1:18:53.2 | P1: lets try. so the map if it's new map we have to save it immediately. to the map database. |
| 274 | 1:18:53.2 - 1:19:01.0 | P1: so how would I |
| 275 | 1:19:01.0 - 1:19:23.2 | P1: that looks good.  P3: where is the yellow one.  P1: is on the. yeah. yellow one is the label |
| 276 | 1:19:23.2 - 1:19:42.3 | P1: that message send . communication. |
| 277 | 1:19:42.3 - 1:21:25.1 | P1: yeah. lets go with this and so we configure the settings and we send the map to the game engine, what is the game engine really do, it takes the map . it's analyze the map, and analyze the timming settings,  P2: it send the map back to the user. and the user change. but choose traffic density.  P1: no. yeah.  P2: no. user has to set first.  P3: so it load the density management also to the game engine.  P2: no. the map with the traffic timing goes to the traffic engine and then to the traffic density management and then the user sets the density then back to the game engine into the simulator because if you want to change the density. you want to do that.  P1: that is right. |
| 278 | 1:21:25.1 - 1:22:51.4 | P1: okay. here we have data. which is map with .  P2: so the game engine almost only send it back to the user.  P1: hold on maybe we just, let me, I'm gonna, I have an idea. this is the traffic timming settings.I'm goona try the. and here the game engine. it kind a. what is name for. what ever done in game engine. I mean . do we need some key words. |
| 279 | 1:22:51.4 - 1:23:22.2 | P1: okay. so the rendering happens in the. that what I was talking about, in the visualizing, what is called. you know the other one. this is the rendering.  P3: the visual |
| 280 | 1:23:22.2 - 1:23:46.8 | P1: yeah. it just kind a create a game.  P3: visualize it.  P1: like a. like create the game engine it self |
| 281 | 1:23:46.8 - 1:24:16.6 | P3: start the simulation.  P1: I'm gonna call it generates game. and that is |
| 282 | 1:24:16.6 - 1:25:23.0 | P1: coz I was thinking, what I was thinking was. we do it like this instead, we don’t have to like send the entire map. we don’t really have to send both the map and the traffic timing settings. as a package since it can just .the game engine could might use the map that object here and the settings, and then merge them you know so we don’t have to make the map and the settings into one. it could be better to have separated.  P3: maybe you know for a . It could be a good idea. |
| 283 | 1:25:23.0 - 1:25:44.6 | P1: so lets try to make this understandable. |
| 284 | 1:25:44.6 - 1:25:58.4 | P1: and I'm thinking like . some thing like this. |
| 285 | 1:25:58.4 - 1:26:13.1 | P2: looks funny. |
| 286 | 1:26:13.1 - 1:26:26.3 | P1: it doesn’t have to be. |
| 287 | 1:26:26.3 - 1:26:49.6 | P1: so you generate the game. and then you . and here you |
| 288 | 1:26:49.6 - 1:27:48.8 | P1: so this happens.  P2: here the user choose if they want to. the density. how to the random number or choose number of car and stuff.  P1: you mean from the mathematical packages.  P2: yeah.  P1: what is that. I mean I don’t understand what it is. so if you see automatic.  P2: I mean like if you don’t want to choose if its gonna be 50 car an hour on the road. you can auto generate into random number.  P1: ok yeah.  P2: but not a million car a minute.  P1: yeah. |
| 289 | 1:27:48.8 - 1:29:42.0 | P1: but a. would say that . this is basically what's happening, that shouldn't be very complicate process. and this is what happen. and somehow it sends back to the user or to the. coz this is the user doing this. and it generates game and then it sends.  P2: this probably an addition to the gerenated game.  P1: yeah. so it something more has to happen here. so I'm thinking. so first generates the game and then it kind a reply traffic density settings. I mean to the game . you know what I mean.  P2: fair enough.  P3: coz that is probably like when they generates the game generate the basic logic of the game. |
| 290 | 1:29:42.0 - 1:30:01.4 | P1: right. this is suppose to be sequence flow. but a . |
| 291 | 1:30:01.4 - 1:30:19.7 | P3: is the can do multiple thing a the same time time. you know. |
| 292 | 1:30:19.7 - 1:31:06.4 | P1: or wait. it has to be like this. coz you talking about sequences. which order stuff happens. so its automatically like this. you can't change that. we just use.  P3: I'm thinking like using traffic density setting. like a data object.  P2: yeah. |
| 293 | 1:31:06.4 - 1:31:38.2 | P1: and we using the same word,  P3: so yeah are consistent, that is important.  P1: so this connected to this. this. |
| 294 | 1:31:38.2 - 1:32:14.0 | P1: some thing like that.  P2: yup.  P1: then we have the. that make sense right.  P2: but how do you know is the user that does the.  P1: exactly.  P2: you have some formal connection to the user there. |
| 295 | 1:32:14.0 - 1:32:44.4 | P1: then again I mean. you have (inaudible) in here yeah  P3:and in here to.  P1: so would be just really really annoying to have a lot of arrow .I guess you kind a have to understand |
| 296 | 1:32:44.4 - 1:33:25.6 | P3: so then it applies the setting the game is pretty much ready to be render by the simulator.  P1: or we could have another one here that is. (inaudible) |
| 297 | 1:33:25.6 - 1:33:53.2 | P1: what the hell happen.  P2: do you copy the whole thing.  P1: I kind a did |
| 298 | 1:33:53.2 - 1:34:11.4 | P1: what is the time.  P2: we have 25 minutes. but that is okay. we'll make it |
| 299 | 1:34:11.4 - 1:34:46.5 | P1: if I'm not so.  P2: you like an artist. so  P1: and then we could just make this a little bit larger and we could have render game. |
| 300 | 1:34:46.5 - 1:35:08.7 | P1: I'm not a game engineer, but and then it goes down to traffic simulator right ?  P3: yup  P1: what happen here is simulates game |
| 301 | 1:35:08.7 - 1:35:34.2 | P3: yup, and visualize it.  P1: simulate game and yeah. exactly. |
| 302 | 1:35:34.2 - 1:35:55.7 | P1: simulate game. but that’s. |
| 303 | 1:35:55.7 - 1:37:00.5 | P1: visualize.  P2: I wondering if those two happens at the same time.  P1: maybe we should have the one  P2: and called it simulates and visualizes game. coz it doesn’t make sense to first simulate it and then you show it .  P1: yeah that is right.  P2: coz it like really big simulation.  P3: it's gonna be awkward.  P1: so then I guess that is done. what it sent here. what data that we write . finish game logic. well |
| 304 | 1:37:00.5 - 1:37:47.2 | P1: we have to change this. in map is kind a, you know how. doesn’t really matter.  P3: I think that is understandable.  P1: or we could let see. it could be both you know to be consistent. |
| 305 | 1:37:47.2 - 1:38:09.4 | P1: lets do it. |
| 306 | 1:38:09.4 - 1:38:52.0 | P1: great, so now it's consistent with generate game. render game, and what been send here is the game logic.  P2: yeah. exactly.  P1: render game. what we get is game logic. |
| 307 | 1:38:52.0 - 1:39:34.1 | P1: okay. (drawing) |
| 308 | 1:39:34.1 - 1:40:07.1 | Instructor: Hello.. just wanna remind you guys, that at two our mark the discussion session is end, and you have to document your rationale the whole template.  P1: yeah we have 20 minutes.  Instructor: alright that is good. after that you should go to Professor the office is 584.  P1: there you show up again. so nice. |
| 309 | 1:40:07.1 - 1:41:00.4 | P1: and I guess that is the end. yup. that should be the end.  P3: beautiful. I think it's |
| 310 | 1:41:00.4 - 1:44:08.6 | P1: so yeah. you wanna called it done. good. great actually. information view. that's cool.  P3: and this is updated.  P1: do we have to include the mathematical software packages in our information view.  P2: I'm not sure actually.  P3: I'm not sure either. like we have the database here in the conceptual and the mathematical software packages. but then we could just. (in audible) I don’t know. I mean more like on the (inaudible) model maybe we should complete the packages.  P1: you think maybe we should just screw the packages  P2: and have it like not .  P1: you mean only in the context.  P2: or just like we have a database in this model we could have the mathematical software product in the model as well.  P1: yeah. yeah maybe we just leave it out from the functional view. do you hear that we taking away the software package from the functional view because we think it is included in the game engine module. so sorry we don’t have enough time to do any the break down on the functional view. yeah sorry. |
| 311 | 1:44:08.6 - 1:46:12.0 | P1: great. ok. so we have have context view.  P2: right .  P3: still look the same. at lease.  P1: this right map the database here. right. coz we don’t want to save anything else but the map. do we ?  P3: I don’t know.  P1: in the database.  P2: maybe. you know. I guess we are so far . save the map.  P1: or we just. create more generic and write database in both places. like.  P2: it could be good. it gonna be easy to change in the future. if the developer decide to include the ability to save the timing also.  P1: okay. great. so now we. I guess move on to the documentation. yeah. do we stop recording.  P3: yeah I think we stop. coz 45 minutes documentation is a different thing.  P1: yeah, thank you for that. good luck with your research. good bye.  P2& P3: bye |