Group 09 Transcript

All participants are male.

First 15 minutes were originally in Dutch, these have been translated to English. The translated parts are in between brackets. The documentation starts at the 1 hour mark, but further commentary can also be subject of the design session.

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|  | Recording 01 86:28 |
| 0:00:02.8  PERSON 1 | Yeah |
| 0:00:04.2  PERSON 2 | [draw map] |
| 0:00:04.4  PERSON 1 | [draw map] |
| 0:00:08.0  PERSON 2 | [I’ll first put the lights on/off] |
| 0:00:08.5  PERSON 3 | [lights] |
| 0:00:09.0  PERSON 2 | [right?] |
| 0:00:10.8  PERSON 3 | [On/off?] |
| 0:00:14.5  PERSON 1 | [Yeah, I think we also need to draw roads] |
| 0:00:14.7  PERSON 3 | [yeah roads, but that is part of the map] |
| 0:00:17.7  PERSON 1 | [it’s part of the map, ok] |
| 0:00:18.3  PERSON 3 | [you need traffic lights, let me see, [inaudible] you can work with timing schemes for the traffic lights. So the traffic lights-] |
| 0:00:28.8  PERSON 2 | [inaudible] [sequences, so yeah, control lights we can call it] |
| 0:00:32.4  PERSON 3 | Yeah |
| 0:00:33.0  PERSON 1 | [inaudible] |
| 0:00:36.9  PERSON 2 | [just look at the big picture-] |
| 0:00:41.2  PERSON 3 | [let me see] |
| 0:00:42.0  PERSON 1 | [Traffic density] |
| 0:00:46.0  PERSON 3 | Yeah [inaudible] |
| 0:00:49.6  PERSON 2 | [let me see, create roads, [inaudible] traffic lights] |
| 0:00:53.0  PERSON 3 | Timing schemes |
| 0:00:54.0  PERSON 2 | Timing schemes, simulate traffic flow. [so that’s really, manage traffic, control] |
| 0:01:01.4  PERSON 3 | [no, we had light control] |
| 0:01:03.6  PERSON 2 | [yeah that was two, three is traffic control] |
| 0:01:06.7  PERSON 1 | [oh, [inaudible]] |
| 0:01:09.6  PERSON 2 | [and three, yeah, that’s more part of the map right] busy road or seldom used one |
| 0:01:23.3  PERSON 3 | [I think-] |
| 0:01:33.0  PERSON 2 | [yeah, they need to be able to change it during the game, and it needs to be real-time- eventually it’s just carry out simulation. Maybe that’s-] |
| 0:01:40.3  PERSON 1 | Yeah |
| 0:01:41.1  PERSON 3 | Yeah |
| 0:01:42.5  PERSON 2 | [but we also have a few things that aren’t allowed. Is also easy] |
| 0:01:47.5  PERSON 1 | [carry out simulation] |
| 0:01:51.5  PERSON 2 | [We’re not allowed to make crashes] |
| 0:02:02.7  PERSON 1 | [crashes] |
| 0:02:03.4  PERSON 2 | [yeah, no intersection without traffic lights] |
| 0:02:06.9  PERSON 3 | [inaudible] |
| 0:02:09.6  PERSON 1 | [always, every intersection has a traffic light] |
| 0:02:11.1  PERSON 2 | Yeah |
| 0:02:11.6  PERSON 3 | [[inaudible] but it’s just per intersection-] |
| 0:02:15.1  PERSON 2 | [no roads without traffic lights] |
| 0:02:16.7  PERSON 1 | [yeah, then we’ll just-] |
| 0:02:19.1  PERSON 2 | [at least four way] |
| 0:02:24.5  PERSON 3 | [Yeah on the] |
| 0:02:26.5  PERSON 2 | [yeah, none] |
| 0:02:27.7  PERSON 1 | [at least four-] |
| 0:02:29.1  PERSON 2 | [yeah, here it is, all intersections will be four way] |
| 0:02:32.0  PERSON 3 | [a crossroad] |
| 0:02:34.1  PERSON 1 | [but that’s not at least, that’s for everything] |
| 0:02:35.8  PERSON 2 | [yeah, but it said somewhere that you could also have more] |
| 0:02:39.3  PERSON 3 | all intersections will be four way |
| 0:02:41.0  PERSON 2 | [yeah, but somewhere it said you could also have more, till for example, six] |
| 0:02:44.5  PERSON 3 | [yeah, here, at the end of 1 it says] your approach should accommodate at least six intersections |
| 0:02:51.8  PERSON 2 | [but do they mean-] |
| 0:02:53.3  PERSON 1 | [well, an intersection- there should be six of these and they all have to be four-] |
| 0:02:57.8  PERSON 3 | [yeah but they can be assembled in a row, so you need to be able to make a big map. It’s not about one intersection, it’s about- but all intersections are four way, so no T intersections. And also no one way roads. But alright] |
| 0:03:11.8  PERSON 1 | [no?] |
| 0:03:12.6  PERSON 3 | [that’s what it says here. Traffic always needs to be able to go in and out of the roads. And you need to be able to add sensors. That can influence the timing things] |
| 0:03:34.0  PERSON 2 | Yeah. [does it need to be in Dutch or English eventually] |
| 0:03:37.9  PERSON 3 | [I think in English because [inaudible] yeah] |
| 0:03:43.7  PERSON 2 | [they didn’t say anything about that right] |
| 0:03:44.8  PERSON 3 | [no, but [inaudible]] |
| 0:03:46.7  PERSON 2 | [inaudible] [if the other guy also participates then he’ll research only in English] |
| 0:03:53.2  PERSON 3 | Yeah [inaudible] [but we can talk in Dutch right] |
| 0:03:56.4  PERSON 2 | [they can figure it out] they search it maar out. [just really shitty English only, just literally write down [inaudible] spelling errors] [now, what will we start with, what it’ll eventually look like?] |
| 0:04:20.0  PERSON 1 | Yeah |
| 0:04:21.2  PERSON 2 | [it is the easiest right] |
| 0:04:21.7  PERSON 3 | [yeah, user interface and-] |
| 0:04:23.6  PERSON 1 | [and the design, how do you call that, user centric design] |
| 0:04:26.0  PERSON 3 | Yeah |
| 0:04:33.5  PERSON 2 | [yeah, I did have an idea] |
| 0:04:34.1  PERSON 1 | [this is window] |
| 0:04:35.3  PERSON 3 | Yeah |
| 0:04:36.2  PERSON 2 | Wow |
| 0:04:39.1  PERSON 3 | [I’m thinking about-] |
| 0:04:40.8  PERSON 2 | [here, something like this] |
| 0:04:41.0  PERSON 3 | [the sim city stuff with-] |
| 0:04:41.9  PERSON 2 | [I can show the other one] |
| 0:04:46.2  PERSON 3 | [yeah I think that you need a grid, because that works the best with sim city, you every played it?] |
| 0:04:51.4  PERSON 1 | Yeah |
| 0:04:51.4  PERSON 2 | Yeah |
| 0:04:52.0  PERSON 3 | [so just use a grid, and then you can draw roads on them] |
| 0:04:54.8  PERSON 1 | [shall we keep it 2D [inaudible]] |
| 0:04:57.3  PERSON 3 | Yeah yeah |
| 0:05:00.3  PERSON 2 | [then we’ll have it in any case [inaudible]] |
| 0:05:01.9  PERSON 1 | [sim city 2000, not the [inaudible] ] |
| 0:05:04.3  PERSON 3 | Yeah [because in the later one you don’t have the grid anymore, you can just pull on the roads. It’s very difficult. We’ll just keep it square, we’ll keep it super square] |
| 0:05:13.4  PERSON 1 | [inaudible] |
| 0:05:15.3  PERSON 3 | [let me see] |
| 0:05:24.9  PERSON 1 | [wonderful, this is calming me down. Drawing] |
| 0:05:28.3  PERSON 2 | [let me see if this one is alright] |
| 0:05:29.4  PERSON 3 | [then of course you have an editor, with the roads. That you automatically- when you cross a road- because they’re two way lanes] |
| 0:05:44.8  PERSON 1 | [inaudible] |
| 0:05:45.7  PERSON 3 | Yeah |
| 0:05:46.1  PERSON 2 | [inaudible] two way lanes, it doesn’t say that it needs to be a two way lane. Can also just be a street where everyone can drive in and out] |
| 0:05:54.8  PERSON 3 | [yeah but wouldn’t that be a two way lane] |
| 0:05:57.5  PERSON 2 | [no, it can have four lanes too. It doesn’t even say that’s not allowed] |
| 0:06:01.4  PERSON 3 | [oh like that] |
| 0:06:01.8  PERSON 2 | [you can have a freeway that ends somewhere and then-] |
| 0:06:03.8  PERSON 1 | [has two directions, yeah [inaudible] ] |
| 0:06:05.3  PERSON 2 | [yeah, but the amount of lanes] |
| 0:06:08.3  PERSON 3 | [yeah, but we can decide now if it’s a two lane road, cause otherwise you need to consider this as well. You need to have a slow lane, you can have that as well. here you have- you can put them here as well, change the flow form the amount of people, and if you change it to high or low, then more and more people come from here. But if I put this really high then a lot of people come out. If you make a box like this for every road, with per minute this amount of cars- and then just in the road itself draw a block with a car, and then in it shows how many cars there are. That’s easier visually as well] |
| 0:06:57.7  PERSON 2 | [I understand] |
| 0:06:57.8  PERSON 1 | [yeah but that’s the [inaudible], let’s- if you start with drawing the map] |
| 0:07:04.3  PERSON 3 | [yeah alright] |
| 0:07:04.9  PERSON 1 | [so you have a grid and you have options to draw the road with, I think] |
| 0:07:09.7  PERSON 3 | [like those drag thingies] |
| 0:07:11.1  PERSON 1 | [yeah you just have this kind of-] |
| 0:07:14.4  PERSON 2 | [inaudible] |
| 0:07:17.2  PERSON 1 | [you just have a piece of road] |
| 0:07:18.5  PERSON 2 | Tools |
| 0:07:19.2  PERSON 3 | [you have vertical and horizontal roads, that the only thing. If I understand it correctly] |
| 0:07:25.6  PERSON 2 | Well, unless you make a difference in the amount of lanes] |
| 0:07:27.9  PERSON 3 | [yeah [inaudible] |
| 0:07:30.4  PERSON 2 | [yeah technically it doesn’t make a difference- yeah, it can make a difference because your flow is different. That you move from four lanes to a three lane road] |
| 0:07:37.3  PERSON 1 | [inaudible] [that here are ten people, three need to go left, three to the right, those are being blocked by the others. In Amsterdam the cyclists always drive away at the same time as the cars, so if you want to turn right-] |
| 0:07:49.6  PERSON 2 | [well, about that-] |
| 0:07:50.4  PERSON 1 | [first a million cyclists have to pass through] |
| 0:07:51.1  PERSON 3 | Yeah |
| 0:07:51.8  PERSON 2 | [but we don’t have any problems with that because it doesn’t say anything about cyclists, so that’s cool] |
| 0:07:57.2  PERSON 1 | [no, but if two lanes start driving at the same time-] |
| 0:07:59.3  PERSON 2 | [yeah ok, then ] |
| 0:08:00.0  PERSON 1 | [if you drive in two directions and this one needs to go left, then everyone behind him would have to wait-] |
| 0:08:04.2  PERSON 2 | [oh like that, yeah] |
| 0:08:05.3  PERSON 1 | [it does matter If you have one, two or three lanes] |
| 0:08:07.7  PERSON 2 | [yeah, and from more to less lanes is always a problem too, even if everybody is driving straight ahead] |
| 0:08:13.5  PERSON 3 | [so we leave it like this, I think that would be the best. And I think that if you automatically cross one road, that you then automatically give a green light] |
| 0:08:23.3  PERSON 2 | [yeah but still, we need to make a difference in the type of lights we use. That’s also possible. Because if you say, to left and to the right, if you have a different light for each of those then you get a completely different flow and situation] |
| 0:08:35.8  PERSON 3 | [but what does it say about that] |
| 0:08:37.1  PERSON 2 | [yeah nothing] |
| 0:08:39.3  PERSON 3 | [in that case I would-] |
| 0:08:40.1  PERSON 1 | [there was one thing where it said something about going left. Yeah here, your approach should also be able to accommodate left hand turns protected by left hand green arrow lights] |
| 0:09:01.1  PERSON 3 | Yeah |
| 0:09:01.7  PERSON 2 | [so you [inaudible] make. but only to the left, if it goes to the right it can go with those going straight ahead. That’s the idea then] |
| 0:09:09.1  PERSON 1 | [yeah exactly] |
| 0:09:12.3  PERSON 2 | [but you need to be able to do this, but it’s not mandatory. So you should be able to do the other way as well] |
| 0:09:17.4  PERSON 1 | [then you need to eventually adjust that at an intersection] |
| 0:09:21.0  PERSON 2 | [yeah, and you don’t have any problem with cyclists- turning right is always good. So you have straight ahead and turning right, and turning left] |
| 0:09:25.4  PERSON 3 | Yeah |
| 0:09:27.7  PERSON 2 | [you have two kinds of traffic lights then right] |
| 0:09:29.4  PERSON 3 | Yeah |
| 0:09:30.4  PERSON 1 | [and that’s one turning left, and one is going straight or something] |
| 0:09:35.9  PERSON 2 | [but can you then turn left when there isn’t a traffic light for going left, should that also be possible] |
| 0:09:41.8  PERSON 1 | [no, cause you always have to have a traffic light] |
| 0:09:44.2  PERSON 2 | [yeah but I mean that you have a light with just a circle and that you can just drive, and that you can go left as well, without having a separate traffic light for it. What you just said, that situation should be possible. You must be able to, but it’s not mandatory I think] |
| 0:10:03.7  PERSON 1 | Yeah |
| 0:10:05.8  PERSON 3 | [hey, I would change the traffic lights later in the process, because this- right now you can make the roads. Then you should already have a basic traffic light if it crosses a road. Afterwards, if you can get some kind of thing that you can click on, on the traffic light that opens a small box, and there you can change the traffic light. I think that’s the second step] |
| 0:10:37.6  PERSON 1 | Ok |
| 0:10:38.8  PERSON 2 | [do you need to do that with the roads as well then. That you just lay down the road and then you can click on the road and adjust how many lanes the road has. I wouldn’t- I’d leave it out] |
| 0:10:47.5  PERSON 1 | Yeah? |
| 0:10:48.1  PERSON 2 | [yeah, it isn’t asked so I wouldn’t do it] |
| 0:10:53.0  PERSON 1 | [what an unrealistic simulation] |
| 0:10:56.9  PERSON 3 | [no I wouldn’t- [inaudible] the more complexity you add-] |
| 0:11:05.2  PERSON 2 | [but we don’t need to build it ourselves of course] |
| 0:11:07.7  PERSON 3 | [no, but we still need to model it] |
| 0:11:13.2  PERSON 1 | [so when you make roads you get a traffic light at each intersection. And at first it’s a basic traffic light and you can do whatever you want with it after] |
| 0:11:21.0  PERSON 2 | Yeah |
| 0:11:23.8  PERSON 1 | [[inaudible] control the light, so-] |
| 0:11:27.9  PERSON 2 | [but of course you also have roads- delete them, in some way] |
| 0:11:36.7  PERSON 1 | [[inaudible] erase them] |
| 0:11:37.6  PERSON 2 | [eraser maybe yeah] |
| 0:11:40.8  PERSON 3 | [you can make a task bar at the top, with all kinds of options, eraser, undo function, save-] |
| 0:11:49.7  PERSON 2 | [it doesn’t say anything about saving, so we have to think that up on our own, or leave it alone, but-] |
| 0:11:55.4  PERSON 3 | [yeah we can do that later-] |
| 0:11:56.8  PERSON 2 | [maybe later. You need to remove them, make roads and remove them. And somewhere the cars have to appear from, they have to come from some kind of black hole and then -] |
| 0:12:09.3  PERSON 1 | [from the edge] |
| 0:12:10.3  PERSON 2 | [drive. Yeah, or from the edge, or from-] |
| 0:12:14.4  PERSON 3 | [eventually it maybe doesn’t really matter. Because if you work with those boxes for the road, how many cars go onto the intersection per minute, then the counter just goes plus 1 every second. And then it doesn’t really matter where the cars come from. ] |
| 0:12:32.3  PERSON 2 | [yeah, that’s not completely true] |
| 0:12:34.1  PERSON 3 | [because?] |
| 0:12:34.7  PERSON 2 | [because you can have multiple intersections in a row. And in that case you can get a kind of wave from one to the next. So- that’s what I read into it] |
| 0:12:49.7  PERSON 1 | [inaudible] |
| 0:12:50.6  PERSON 2 | [maybe. but then you need to be able to predict which cars go left or right or straight ahead. [inaudible] ] |
| 0:12:56.9  PERSON 3 | [inaudible] |
| 0:12:58.2  PERSON 2 | [that makes it all very difficult, then you could almost-] |
| 0:13:01.7  PERSON 1 | [the green wave thing is usually only for straight ahead] |
| 0:13:04.6  PERSON 2 | [yeah that’s why. But if you want to know how many people eventually have to stop at a traffic light, then you need to know how many of those people driving, drove straight ahead. and how many took a turn. Unless you make a really elaborate box with, there are this many cars coming and on average this many go left or right, and so many straight ahead. and then, from there each time, cumulative count what comes from the other roads. I think that that should be doable. Is that somewhat understandable?] |
| 0:13:38.6  PERSON 3 | [[inaudible] |
| 0:13:39.6  PERSON 1 | [where do they start from [inaudible] ] |
| 0:13:40.9  PERSON 3 | [I would always start from the edge] |
| 0:13:42.9  PERSON 1 | [yeah that’s [inaudible] |
| 0:13:46.2  PERSON 3 | Yeah |
| 0:13:47.2  PERSON 1 | [and then, then one of those cars start driving and at a certain point it chooses I’m going straight, or turn left or right. We’ll just have that happen completely at random] |
| 0:13:56.0  PERSON 3 | [yeah that seems likely. Or you could also [inaudible] what you’re expecting will probably happen at a traffic light. You could also say, one third goes left, one third goes right, one third goes straight. Or-] |
| 0:14:09.0  PERSON 2 | [yeah you can do that, and then at the next traffic light you can count what came from the three before] |
| 0:14:13.2  PERSON 3 | Yeah |
| 0:14:14.8  PERSON 1 | Yeah |
| 0:14:15.9  PERSON 2 | [then you don’t necessarily need to it random, you can choose yourself [inaudible] ] |
| 0:14:20.8  PERSON 3 | Ok |
| 0:14:23.7  PERSON 1 | [you can also say that you just let a certain amount of cars enter from each edge, just per minute or whatever] |
| 0:14:30.9  PERSON 3 | Hello |
| 0:14:32.6  Instructor | Hello, just interrupting for a minute here. Just wanted to ask, do you understand the assignment, no problems till now |
| 0:14:38.8  PERSON 2 | Should we do it in English or in Dutch |
| 0:14:40.6  Instructor | English, English please |
| 0:14:42.3  PERSON 2 | Also the speaking? |
| 0:14:43.3  Instructor | Yes |
| 0:14:44.7  PERSON 2 | Oei |
| 0:14:45.2  PERSON 3 | [we’ve done everything in Dutch till now] |
| 0:14:46.6  Instructor | Alright, well, switch to English then |
| 0:14:49.0  PERSON 2 | Ok |
| 0:14:49.0  Instructor | You’re already recording right |
| 0:14:50.3  PERSON 2 | Yes |
| 0:14:51.0  Instructor | Alright, switch to English, that’s alright, maybe summarize a bit in English what you were doing, and then just continue on. Alright? |
| 0:14:57.0  PERSON 2 | Alright |
| 0:14:58.0  Instructor | Thank you |
| 0:15:00.8  PERSON 1 | We were doing a great job [inaudible] |
| 0:15:07.2  PERSON 2 | Should have written that down then heh. Well, English it is |
| 0:15:13.7  PERSON 1 | Ok switching |
| 0:15:15.4  PERSON 2 | Or [inaudible] |
| 0:15:17.1  PERSON 1 | So what I was saying, maybe we can put like, 100 vehicles on one side where they’ll enter the map. And do some kind of random destination for every- car one needs to be here, and car two needs to be here, and just calculate the shortest path and it goes like that. Cause then it’s also- it’s a bit like normal traffic right. Because it rarely happens that anybody just keeps going [inaudible] stays in the system forever] |
| 0:15:58.1  PERSON 2 | yeah that’s really difficult, I think, because then we should first see were we draw roads and then we should assign destinations. Or something, no? |
| 0:16:10.6  PERSON 3 | Yeah. Wait is that extra or |
| 0:16:19.3  PERSON 2 | No it- we’re now thinking about it, how are you going to spread the vehicles- I mean |
| 0:16:26.0  PERSON 1 | Yeah, these are goals too, and two and three right. So you have some to manage the lights and you have to manage the traffic |
| 0:16:32.2  PERSON 3 | But if you do, the more [inaudible] they do the less they control the traffic. Of course |
| 0:16:38.1  PERSON 1 | That’s true, what- |
| 0:16:40.5  PERSON 3 | If we do nothing random, and we let them just decide everything, then we have no random factor whatsoever and then they have full control. I mean they can always type a random number but |
| 0:16:55.5  PERSON 2 | Yeah you’re right, they should be able to simulate the traffic flows on the map. The traffic flow should be conveyed visually, emerge- |
| 0:17:03.5  PERSON 3 | Now, I think it’s easier with the boxes and then just say, percentage left, percentage right, percentage straight, and then just keep counting up. That you always have to start from one side and then you say, these many vehicles are starting from this side, and this many vehicles form this side, and then if you keep adding up I think it will be- should come out in the end. But I don’t know how realistic. I mean, because normally you have also people, like you say, who end somewhere on the map |
| 0:17:42.6  PERSON 3 | [inaudible] |
| 0:17:43.0  PERSON 2 | If you keep counting them they’re all going to drive off the map again somewhere. |
| 0:17:49.4  PERSON 1 | I think we have to design the box. Because here’s I think the most difficult part of the system. This is very easy, just- |
| 0:18:08.6  PERSON 2 | Box related to the traffic light you mean |
| 0:18:10.5  PERSON 1 | Yeah |
| 0:18:10.8  PERSON 3 | Yeah. And then the road- and the traffic flow we’ll do afterwards or something |
| 0:18:16.3  PERSON 2 | Yeah I think that’s step three, but you can also assign, I think, the percentages [laugh] |
| 0:18:33.3  PERSON 1 | Type percentages |
| 0:18:35.0  PERSON 3 | [inaudible] |
| 0:18:38.0  PERSON 2 | You have to assign also here why |
| 0:18:42.0  PERSON 1 | That’s not- |
| 0:18:44.5  PERSON 2 | Because here, on the side of the map, you decide how much traffic there is |
| 0:18:53.2  PERSON 1 | Yeah |
| 0:18:55.2  PERSON 2 | And as- there’s only a number, so that’s very easy. And if you make this thing complex, it’s easier for the user to understand the- |
| 0:19:11.2  PERSON 1 | If you have to indicate each crossing, how much, which percentage of people arriving from this road on this crossing are coming straight, or going left or right. |
| 0:19:23.9  PERSON 2 | Did you have, the goals of course says, you should be able to change the traffic density. It enters the map on a given road, then you do that with the starting box. And you could even make four boxes |
| 0:19:37.8  PERSON 1 | Should create a busy road or a seldom used one, or any variation in between. |
| 0:19:43.0  PERSON 2 | And yeah, but that’s when you do that with |
| 0:19:45.3  PERSON 3 | Right here [inaudible] |
| 0:19:46.6  PERSON 2 | You could also make like, four boxes, seeing from this road to this crossing, this percentage goes left, this percentage goes right, this percentage goes straight, and this percentage stops in this road and so does not arrive from this point to the next one. So if you have a parking garage for example, then like, 20 percent of all cars enters this street but does not come out on this next exit because they are at their destination |
| 0:20:14.4  PERSON 3 | Yeah |
| 0:20:15.1  PERSON 2 | Then you have four boxes, and you only work with percentages on each crossing and you control the traffic flow from the outside. So for each road coming from outside of the map inside, you can determine, ok this is a not busy road or a really busy road |
| 0:20:32.3  PERSON 1 | Yeah |
| 0:20:33.3  PERSON 2 | And then I think you have pretty much control of everything you should control. |
| 0:20:43.3  PERSON 1 | So wait [inaudible] everything is a checkbox. If I delete this one, I think we have to get a checkbox to add traffic road to the left, and just another one, then- |
| 0:21:09.4  PERSON 2 | You could even make five boxes, if you want to be really precise. Because the you have the percentage of cars staying in the street, and you have the percentage of cars being added again in that street. |
| 0:21:22.2  PERSON 1 | Yeah |
| 0:21:22.4  PERSON 2 | So you could, for example- |
| 0:21:24.1  PERSON 1 | I like your |
| 0:21:26.0  PERSON 2 | You could make flows like, with football maybe- |
| 0:21:30.8  PERSON 1 | Yeah |
| 0:21:31.5  PERSON 2 | Yeah so, I would say, like, with each crossing- let me draw here, I can draw really really nice. So, you start out from the side of the map. Here you can say, this amount of number per minute trafficking. Yeah? And for each road you can do this. Now at the first, here you would make a box with five options. Like percentage left, percentage right, percentage straight. Percentage arriving in this street, so not going from here to here, so you delete them. For instance, of you get one [inaudible] cars here right, then if you say 10 percent of these cars will not arrive at this crossing because this is their destination. |
| 0:22:18.7  PERSON 1 | Oh yeah. Yeah |
| 0:22:19.6  PERSON 2 | And you can also say, well, and 10 percent is added because people start from this point. So they don’t start here but they start somewhere in the street. So they will be at the next intersection. And then you can go and you can, here you can indicate new percentages. But the eventual numbers of people who will be driving here will be the sum of the ones going here, the ones coming here and the ones going here. Minus the percentage staying in the street, plus the percentage of people leaving from this street |
| 0:22:51.8  PERSON 3 | Yeah |
| 0:22:52.8  PERSON 2 | Is there anything in this you can do for each |
| 0:22:54.6  PERSON 1 | Yeah you have to do with every angle of the- |
| 0:23:00.1  PERSON 3 | Yeah |
| 0:23:00.5  PERSON 2 | Yeah yeah yeah |
| 0:23:00.9  PERSON 1 | [inaudible] thinking |
| 0:23:01.6  PERSON 2 | [inaudible] |
| 0:23:03.7  PERSON 1 | But if this intersection is just for this thing, then that should be also here. Cause here you have the options for the lights here, here, here, and here. |
| 0:23:14.0  PERSON 2 | This is going to be so fun to describe, because we always say here and here and here. No idea what we’re pointing at. |
| 0:23:19.5  PERSON 1 | Yeah |
| 0:23:20.3  PERSON 2 | So yeah, but if you get this intersection for example, you can say, well 10 people leave from here and 90 percent goes here. You have 9 people here and 110 here, so you know how many people are everywhere |
| 0:23:33.2  PERSON 3 | Yeah so [inaudible] in the pocket let’s go home. No |
| 0:23:38.6  PERSON 2 | Yeah so it’s the- it’s the traffic goal. |
| 0:23:42.7  PERSON 1 | Goal three |
| 0:23:43.3  PERSON 2 | And [inaudible] also think four because |
| 0:23:46.3  PERSON 1 | Yeah |
| 0:23:47.4  PERSON 2 | Eventual the simulation, you should have a play with or something |
| 0:23:50.9  PERSON 3 | Yeah but I think that’s more the model side, so you have the user interface |
| 0:23:59.5  PERSON 2 | The question is also how difficult do you want to make the model, like, do you want to, for example, give people options in decreasing, and decreasing traffic flow out of itself. Do you make like a timescale, so you say it’s now twelve o’clock. And you can press play, and then for example it becomes five o’clock. That means it’s rush hour so the traffic increases |
| 0:24:26.0  PERSON 1 | Yeah [inaudible] that you have to do this thing in real-time, did you- |
| 0:24:30.6  PERSON 2 | Yeah for example, the real-time plays just, this counter will start counting till a hundred in a minute, and these will start counting automatically from, let’s say, zero or random number, and start dividing the traffic over how the percentages are put down by the user. But you have no- then you don’t [inaudible] to really think about something |
| 0:24:55.8  PERSON 3 | There’s also something you have to- |
| 0:24:59.3  PERSON 2 | We can leave out time |
| 0:25:02.9  PERSON 3 | No accidents are allowed in the system, but somehow you have to answer to- manage the light for= |
| 0:25:16.5  PERSON 1 | Light, the traffic lights |
| 0:25:17.4  PERSON 3 | The traffic lights yeah that’s right |
| 0:25:18.1  PERSON 2 | [inaudible] mode |
| 0:25:19.1  PERSON 3 | Yeah |
| 0:25:19.1  PERSON 2 | But still- |
| 0:25:20.1  PERSON 1 | Yeah but |
| 0:25:20.6  PERSON 2 | The traffic lights have only, in my opinion when I read this you have two options with the traffic light. Either you have one which is just time controlled, so it’s like, ok, each minute this becomes green, for twenty seconds this becomes- and then you can decrease the amount of cars, that we say, how many cars can pass in a minute. Not that much probably, so you have to organize that. But that you can do it maybe in the code, so you can say, we think one car each second can pass. When the light is green, then you can decrease this number again |
| 0:25:55.9  PERSON 1 | I would say that the user can also choose that |
| 0:25:59.4  PERSON 2 | Yeah or if you don’t [inaudible] |
| 0:26:00.9  PERSON 1 | [inaudible] that would- |
| 0:26:02.6  PERSON 2 | But then, oh yes, what they describe as with the sensors, so you see |
| 0:26:06.7  PERSON 3 | Yeah with the sensors |
| 0:26:07.9  PERSON 2 | This becomes green when this number is 20. And then, or this |
| 0:26:13.9  PERSON 3 | Open percentages |
| 0:26:15.3  PERSON 2 | Yeah, but that’s going to be difficult |
| 0:26:19.1  PERSON 1 | Percentages? How do you mean percentages |
| 0:26:20.7  PERSON 3 | Well, you can decide how much cars are waiting. For every light |
| 0:26:32.7  PERSON 2 | Yeah, but this is done automatically right |
| 0:26:33.9  PERSON 3 | Yeah and then, for example, if there’s more than 50 then the lights should be longer green to |
| 0:26:46.8  M | Oh yeah like, you say ok, is there 50 cars here |
| 0:26:50.4  PERSON 3 | Yeah |
| 0:26:50.9  PERSON 2 | Or just random number, the number of cars has to be at least- |
| 0:26:57.1  PERSON 3 | Yeah something like that |
| 0:26:58.3  PERSON 2 | Minus 20 to become red again, or something. You mean something like that |
| 0:27:01.5  PERSON 3 | Yeah that- yeah something like that |
| 0:27:05.1  PERSON 2 | You mean the data cannot be more than 40 cars waiting when [inaudible] just become red again |
| 0:27:10.8  PERSON 3 | Precept |
| 0:27:11.2  PERSON 2 | Percentage? Yeah that also would- |
| 0:27:15.5  PERSON 1 | Yeah, to leave through 80% of the cars that are waiting. Is what you mean |
| 0:27:18.5  PERSON 3 | Yeah well, the sum of the four roads should be on that, and then divided by four [inaudible] |
| 0:27:30.2  PERSON 2 | Oh then if 20% of all the people on this intersection are waiting on this side, you should make it green. Something like that |
| 0:27:37.7  PERSON 3 | Yeah, something like that yeah, or |
| 0:27:40.2  PERSON 2 | Ok, but that’s going to change really quick, if you do this. Because if you make that 25 and two cars pass, you’re lower than 25 and some other side is going up really fast, like with double numbers- |
| 0:27:50.8  PERSON 3 | Yeah then |
| 0:27:51.1  PERSON 2 | The traffic light will go bananas probably. [laugh] it will crash I think, even, because with percentages it goes really fast. Because each time one car is less here, the other ones are going up, two times as fast. |
| 0:28:05.7  PERSON 3 | But- if you for example change the number on the- of the density. |
| 0:28:12.7  PERSON 2 | Yeah but not even that. I mean with this, what you say is ok, say we have a 100 cars and 25 here, 25 here, 25 here. Or 30 here and some other- each time a car goes from here, yeah, this one is going down with a certain percentage. But the total is also going down, and these ones keep going up and they go really fast. But I mean like, if one car passes this one would [inaudible] this other one becomes green |
| 0:28:41.9  PERSON 3 | [inaudible] yeah maybe you’re right but, yeah |
| 0:28:44.5  PERSON 2 | I think with numbers it’s easier. |
| 0:28:48.1  PERSON 1 | We should let a percentage of one road pass |
| 0:28:50.2  PERSON 2 | Yeah |
| 0:28:50.8  PERSON 1 | So you shouldn’t- if on the left hand side of the intersection, if there are 20 cars, you leave through 75% or something like that. So 15 cars get to pass |
| 0:29:01.3  PERSON 2 | Yeah |
| 0:29:01.3  PERSON 3 | Maybe you can make an OR like the light stays green for at least fifteen seconds, or 75% of the cars have to be passed. I think that is how it works in real life, and that’s easy to just make a screen and people can indicate how then does this traffic light work. Something like that |
| 0:29:25.7  PERSON 2 | So we have a huge box, we have a lot of boxes everywhere. |
| 0:29:28.9  PERSON 1 | Yeah |
| 0:29:28.9  PERSON 3 | There are I think [inaudible] some boxes |
| 0:29:32.7  PERSON 2 | Yeah yeah, but for each side of an intersection we should at least have the 5 options. On each road coming from the side you have the boxes with the traffic flow |
| 0:29:41.8  PERSON 3 | What you can do- you can do that in one box. |
| 0:29:46.2  PERSON 2 | Yeah well- I might- yeah. I mean you can even have one box on the side and then each time you click, you just highlight the sign- the thing you’re working with in this box. You just have here |
| 0:29:58.5  PERSON 3 | Also possible. |
| 0:30:01.6  PERSON 2 | So many options, so little time. I think that’s the basics of what we should have |
| 0:30:11.3  PERSON 3 | We have everything then? But then if you press play it just starts counting and then the traffic lights just start doing their thing |
| 0:30:19.9  PERSON 1 | But you should also be able to change the lights right. |
| 0:30:24.8  PERSON 2 | During the- yeah but, yeah I don’t really. The only thing is, with our model, in the beginning you’re going to have an empty city. Try to- you know what I mean |
| 0:30:44.2  PERSON 1 | You start with an empty city |
| 0:30:44.9  PERSON 2 | Yeah. That’s what happens with us, I don’t know if they- I mean, there’s nothing described about that, and if you press play afterwards a few minutes the whole city is filled anyway, so it doesn’t really matter. But, maybe it should skip, like, two hours, when you press play. So the cars are already doing their thing |
| 0:31:04.7  PERSON 1 | Yeah |
| 0:31:06.1  PERSON 2 | Something like that. To make it a bit more realistic |
| 0:31:12.9  PERSON 1 | Here they say, for example it should be possible to create a busy road, which more or less implies that you have some kind of a starting point of a road. |
| 0:31:20.8  PERSON 2 | Yeah but then you have like, you pick a thousand. And then you can still make this road busy by saying, well 90% of the people are coming straight- I mean you have a busy road in the middle of your city |
| 0:31:32.6  PERSON 3 | Yeah true |
| 0:31:33.9  PERSON 2 | So. But just, I don’t know, the only thing I see what’s not going to be right in the beginning is the empty city. But you can fix that with either a random number in each street, or by just letting the simulation run for four minutes |
| 0:31:54.5  PERSON 1 | No, that seems ok |
| 0:31:55.6  PERSON 2 | Yeah I mean, that’s not the biggest problem, I think. And the city will flow- will fill up in a realistic manner because you get the flows and you have the percentages so it’s- you will get traffic on a lot of places where combined there are a lot of cars. |
| 0:32:17.8  PERSON 3 | So |
| 0:32:19.0  PERSON 2 | Then we have five boxes |
| 0:32:21.5  PERSON 3 | Do the three minutes underway |
| 0:32:24.8  PERSON 1 | Under the way [laugh] thank god we have not crossed the traffic lights yet, cause we would have to stop. |
| 0:32:32.6  PERSON 2 | You have taken a picture of this? I don’t think they’re going to understand what we did |
| 0:32:39.6  PERSON 1 | Maybe we should draw stuff on the computer |
| 0:32:45.0  PERSON 2 | Yeah |
| 0:32:47.7  PERSON 1 | So we can hand in all this stuff |
| 0:32:51.4  PERSON 2 | It’s doable in visio [laugh] |
| 0:32:57.5  PERSON 1 | Maybe paint [laugh] |
| 0:32:59.5  PERSON 2 | Then I’m not doing it |
| 0:33:04.4  PERSON 3 | There should also be a- should be understandable that it was the first thing right |
| 0:33:08.0  PERSON 2 | Yeah |
| 0:33:10.4  PERSON 3 | Here we go again. Yeah also a UML diagram I guess |
| 0:33:14.7  PERSON 2 | We can also just steal a picture from- yeah I know a lego game where it uses like the road stuff in boxes. So we can steal that picture and then steal this from another thing and this. Yo, you have to design, you have the Mac |
| 0:33:30.9  PERSON 1 | But still on the record |
| 0:33:34.8  PERSON 2 | But that’s not a problem that you steal stuff from places, as long as you eventually- I mean we could also just say, use this game because it has a traffic flow simulator including traffic lights. And leave us alone. That’s another good option I guess. Are you going to- are we going to |
| 0:34:00.2  PERSON 1 | This first? |
| 0:34:01.9  PERSON 2 | Let’s draw that thing. The road editor, this thing, what I tried to draw. These are [inaudible]. Here, a directional map we can make in visio, is that useful? Contains transportation and mass transit chains. Such as highways, parkways, intersections, roads, streets and streetsigns. Thank you very much. Ha, look what I can do. Hm, doesn’t work that well. Why is it black. Something like this right. I can make streets in this with the UI. They are black, I don’t know why |
| 0:34:55.8  PERSON 1 | With the [laugh] |
| 0:34:57.7  PERSON 2 | Yeah, I’ll use this shape, ok. Add an intersection. But this is a little bit the idea that we have, except for our roads will be actually, roads coloured maybe |
| 0:35:14.2  PERSON 1 | Yeah well |
| 0:35:15.3  PERSON 2 | But the idea is the same right. |
| 0:35:16.9  PERSON 1 | Yeah |
| 0:35:16.9  PERSON 2 | And then they should have traffic lights. [inaudible] what, this is not the same. Why are all the signs on the side different from the eventual signs. |
| 0:35:30.0  PERSON 1 | These are 3D versus 2D [inaudible] I don’t know |
| 0:35:34.7  PERSON 2 | Road, recreations, oh, parking place. [inaudible] transportation change. Ah, look at this |
| 0:35:44.6  PERSON 1 | Traffic light |
| 0:35:46.6  PERSON 2 | Oh wow [laugh] |
| 0:35:48.1  PERSON 1 | Big |
| 0:35:48.6  PERSON 2 | Even for the people who cannot really see that well, we can make traffic lights for them. Yes. But this is literally the idea that we have right. I have traffic roads, lights created like instantly when two roads cross. |
| 0:36:25.1  PERSON 1 | Sorry, what |
| 0:36:26.3  PERSON 2 | Are traffic lights created instantly when two roads cross each other |
| 0:36:31.6  PERSON 1 | Yeah I would say so |
| 0:36:34.4  PERSON 2 | Yeah, and then you have four traffic lights immediately. And what kind of traffic lights, you just have to describe in the options box right |
| 0:36:45.0  PERSON 1 | Yeah |
| 0:36:49.5  PERSON 2 | Ok. There are no roundabouts whatsoever or stuff like that right |
| 0:37:58.1  PERSON 3 | [No, only intersections] |
| 0:38:01.1  PERSON 2 | Good |
| 0:38:16.2  PERSON 1 | I’m gonna do a brainstorm on things that should be incorporated in the context. In the functional, I don’t know [inaudible]. Context, functional and information model. Oh yeah yeah |
| 0:39:52.2  PERSON 3 | Something like this right |
| 0:39:55.7  PERSON 2 | Too bad the roads sign going |
| 0:39:57.7  PERSON 1 | Can you make a [inaudible] or not |
| 0:40:05.3  PERSON 2 | On my road? |
| 0:40:06.5  PERSON 3 | Yes. But I don’t know if you can read them. [inaudible] |
| 0:40:17.9  PERSON 2 | What do you mean |
| 0:40:20.8  PERSON 3 | Think I’m just right- |
| 0:40:21.7  PERSON 2 | Like here |
| 0:40:23.2  PERSON 3 | No, I don’t know why. If I click the- |
| 0:40:27.7  PERSON 2 | [inaudible] this? |
| 0:40:30.1  PERSON 3 | No here we design this like, [inaudible] this and this and this, doesn’t really. |
| 0:40:35.7  PERSON 2 | I can fill it with whatever I want, it’s not going to do anything. So, we’ll just have to imagine that they are road coloured. Yeah I was also hoping that it would be like this |
| 0:40:50.1  PERSON 1 | Yeah |
| 0:40:51.0  PERSON 2 | But no. yeah I can make them blue, make blue roads if you want to. |
| 0:40:59.0  PERSON 1 | Can make black roads |
| 0:41:00.3  PERSON 2 | Maybe if you make the lines black again. I have no idea [inaudible]. Maybe with- no that doesn’t do anything. Yeah, now the whole road is in dashes |
| 0:41:16.4  PERSON 3 | Mhm |
| 0:41:17.4  PERSON 2 | Maybe with effect, if you make the road back, without dashes. Wait, wait, wait, yeah, no effect. [inaudible] yeah, you screwed up the whole road now. I don’t know, maybe with fill and then dashes. Heh, that’s another option. Too bad. Maybe it’s, I don’t know. Ah yeah, I tried that as well but- |
| 0:41:54.0  PERSON 1 | Nah, switch |
| 0:41:55.1  PERSON 2 | Yeah, they’ll get the idea I think |
| 0:41:57.7  PERSON 1 | Yes |
| 0:41:58.7  PERSON 2 | Doesn’t really matter that much. |
| 0:42:47.6  PERSON 1 | Ok, which five options did we have at the traffic division, for the lights |
| 0:42:51.6  PERSON 3 | Percentage left, percentage right, percentage straight, percentage staying in the street, and percentage going out of the street next road |
| 0:43:06.7  PERSON 1 | Left, right, straight, staying- |
| 0:43:08.6  PERSON 2 | Staying and leaving. And that should be enough |
| 0:43:15.6  PERSON 1 | Ok. Ok what about the context, does it talk to any other programs or |
| 0:44:17.4  PERSON 3 | They’re [inaudible] |
| 0:44:20.9  PERSON 1 | I think so |
| 0:44:23.4  PERSON 3 | It’s not mentioned |
| 0:44:24.8  PERSON 1 | Yeah so maybe only user |
| 0:44:27.6  PERSON 3 | It’s just- |
| 0:44:27.9  PERSON 2 | It’s probably Windows based |
| 0:44:31.0  PERSON 3 | Program on its own but- |
| 0:44:34.1  PERSON 1 | Yeah |
| 0:44:35.1  PERSON 3 | Probably a [inaudible] based |
| 0:44:38.4  PERSON 2 | Yeah. Windows, OS |
| 0:44:42.0  PERSON 3 | Otherwise [inaudible] would be really difficult |
| 0:44:49.1  PERSON 1 | Yeah. Is it gonna be difficult, shouldn’t we put it on in a- |
| 0:44:54.2  PERSON 3 | Or you can also do it in a browser |
| 0:44:55.8  PERSON 1 | Yeah |
| 0:44:57.8  PERSON 2 | Yeah with- the only thing I was thinking of Is maybe you can, like, save and load, and maybe people can make realistic traffic flows in this program. Like, ok, this is the Paris flow and then you have a certain map and a certain percentage of cars. But then still you don’t really need a different program for that. Unless someone can make it in a different program you can load it in this one, but that’s going to be outside of the- |
| 0:45:29.6  PERSON 1 | Yeah requirements is not- Ok so we’re just going to make a windows program then |
| 0:45:40.7  PERSON 2 | Yeah. Do we need to have dead ends? |
| 0:46:58.9  PERSON 1 | No, it’s not mentioned |
| 0:47:02.5  PERSON 2 | Ok. You could always make a street which has 100 % of staying cars. |
| 0:49:13.4  PERSON 1 | The device is still recording, about then minutes of- |
| 0:49:16.3  PERSON 2 | Oh [inaudible] |
| 0:49:17.4  PERSON 1 | Silence now [laugh] |
| 0:49:20.6  PERSON 2 | Deadly painful silence. That’s good it keeps them focused. This is going to be so annoying to transcribe |
| 0:49:32.3  PERSON 3 | So- |
| 0:50:19.3  PERSON 2 | We’re going to get a really square map, always. On this like, you cannot really do a lot of things. You can make an intersection, an intersection but, since you always have four you’re always going to get, like cars going [inaudible]. It’s going to be an American city. |
| 0:50:37.4  PERSON 1 | Yeah basically, that is expected. Is it still recording, nice. |
| 0:52:29.2  PERSON 2 | Something like this. Alright, I only need to add some boxes for the traffic flows on the side |
| 0:52:38.9  PERSON 1 | Yeah nice |
| 0:52:42.2  PERSON 2 | And I need a dumpster in [inaudible] |
| 0:52:48.4  PERSON 3 | Oh yeah |
| 0:52:49.2  PERSON 2 | And then boxes here on the side, for the- |
| 0:53:05.1  PERSON 3 | I also created something. It’s already [inaudible]. The user interface is [inaudible] gets the raster. The roads, the light, the cars. This is inheritance, with the boxes, so it should be several boxes, maybe [inaudible] here in a box. And because we decided to click on a light, the box should be presented. So maybe, this should also be an inheritance. [inaudible] I don’t know |
| 0:54:18.0  PERSON 1 | What do you need, that lights is inherited from boxes, the other way around |
| 0:54:22.1  PERSON 3 | Yeah, ah no no, the diamond. |
| 0:54:27.2  PERSON 1 | Oh ok |
| 0:54:28.0  PERSON 3 | The white diamond |
| 0:54:31.4  PERSON 1 | Should be in there right |
| 0:54:34.7  PERSON 3 | Yeah it should be, maybe only at the UML, I’m not sure. Hold it- [look yeah] |
| 0:55:23.6  PERSON 1 | Ok, so I started a bit on the functional and the informational. |
| 0:55:28.1  PERSON 2 | Yeah |
| 0:55:29.3  PERSON 1 | For the map, for the functional things is just to create and remove roads. Is basically it. For the lights you kind of set up if there’s a sensor yes or no. and set the traffic division, that it does. So left, right, straight, staying, leaving. For the traffic you have to set the number of cars that enter- and you have a start and a pause. I think that’s it, you only have some kind of a- |
| 0:55:57.1  PERSON 2 | You also have a stop, that it just clears the whole map |
| 0:56:01.0  PERSON 1 | Yeah, now I do [laugh]. And, but maybe we need also something about how the light behaves right. Cause there’s not really a- |
| 0:56:15.5  M | Yeah |
| 0:56:16.0  PERSON 1 | A rule there. So there should be something like light behaviour. And now for the informational perspective. I have the map, which has a length and a height, so raster and just an X and a Y. The road, which is only from a specific point to another point right. Then you have crossings, which have the cars that are on top of the crossing, bottom, on the left and on the right. And the location of the crossing, which is automatically generated by the roads that are crossed. Then you have the lights, which have a specific throughput, so that’s the left, right, straight, staying and such on. You think I missed anything or- |
| 0:57:11.7  PERSON 3 | I think we have- [inaudible] |
| 0:57:22.7  PERSON 2 | [inaudible] draw roads- [we’ll have to put in there still, I think] [inaudible] is staying something else from leaving? |
| 0:57:56.9  PERSON 1 | Yeah |
| 0:57:56.9  PERSON 2 | Yeah. You can have cars which end up in a certain street and that’s their destination |
| 0:58:03.5  PERSON 3 | But leaving |
| 0:58:04.8  PERSON 2 | No, that’s staying. And here you can have a percentage of cars, which would also be generated out of that street, and that’s the percentage going. Or maybe not- yeah we have to see if we do that in a percentage or in a number. |
| 0:58:18.6  PERSON 3 | So, what- that’s going to generate traffic from inside the city for like instance, if you make- if you simulate a football match, you can have like 80% people stay at the station, but then maybe later in time you have 80% leaving again. So that’s- |
| 0:58:37.0  PERSON 2 | [inaudible] the same people |
| 0:58:39.1  PERSON 3 | Yeah, you can just generate people arriving in a certain destination, or you can again, form a destination within your- |
| 0:58:49.1  PERSON 2 | Okidoki |
| 0:58:53.7  PERSON 1 | Why is there no play and pause sign and normal stuff that you want to have. Ok. Group 9. It’s [Person 2 name] right, or [Person 2] |
| 1:01:05.6  PERSON 2 | [Person 2] |
| 1:01:12.2  PERSON 1 | [Person 3] |
| 1:01:13.4  PERSON 3 | [Person 3] yes |
| 1:02:05.4  PERSON 1 | Alright. I’m starting on the documentation right, so the product introduction and |
| 1:02:12.6  PERSON 2 | Yeah |
| 1:02:14.1  PERSON 1 | It’s a draft [silence] |
| 1:04:16.9  PERSON 3 | This |
| 1:04:21.7  PERSON 1 | Are nice? |
| 1:04:23.8  PERSON 3 | Not really |
| 1:04:31.2  PERSON 2 | That’s basically it right |
| 1:04:32.7  PERSON 3 | Yeah. And the light |
| 1:04:35.1  PERSON 2 | Yeah I thought I’d do this- not here |
| 1:04:37.2  PERSON 3 | Oh ok |
| 1:04:38.1  PERSON 2 | Cause if I enter it in here then it is going to be really messy, at least. This is the basic so |
| 1:04:43.9  PERSON 3 | Yeah |
| 1:04:45.4  PERSON 2 | Whatever we have here, ok. |
| 1:04:49.5  PERSON 1 | [inaudible] |
| 1:04:49.5  PERSON 2 | Where do we put it on the drive |
| 1:04:54.0  PERSON 1 | Yeah that’s gonna be good |
| 1:05:00.3  PERSON 3 | [inaudible] G item [silence] |
| 1:09:19.1  PERSON 1 | Ok. I’ve written down the introduction. What’s next. You’re ready with the design? Or- |
| 1:09:27.3  PERSON 2 | Yeah the general, now I’m trying to design the manual, like this |
| 1:09:35.7  PERSON 1 | Ah right |
| 1:09:36.8  PERSON 2 | And then I’ll do this again for the intersection thing |
| 1:09:41.8  PERSON 1 | Ok |
| 1:09:42.9  PERSON 2 | Something like that |
| 1:09:44.2  PERSON 1 | [inaudible] yeah |
| 1:09:44.9  PERSON 2 | Shall I put the- this one online already. So we can put it in |
| 1:09:50.7  PERSON 1 | Yeah I’m not sure, it’s not stated in the |
| 1:09:54.8  PERSON 2 | I don’t know what they mean. I’ll just show this, so at least |
| 1:10:01.3  PERSON 1 | Let’s put it into the introduction then. I’m gonna model the context viewpoint, which is a very very difficult one. This situation |
| 1:10:08.5  PERSON 2 | Yeah there’s no context whatsoever. |
| 1:10:14.1  PERSON 3 | We’re gonna get the recorder- a coffee or something |
| 1:10:18.4  PERSON 1 | Yeah |
| 1:10:23.0  PERSON 2 | How long have we been working, is it two hours like, is there some deadline or you have stop then |
| 1:10:33.5  PERSON 3 | No |
| 1:10:35.4  PERSON 2 | I don’t know |
| 1:10:36.7  PERSON 3 | I think it’s more of an indication |
| 1:10:50.7  PERSON 2 | Yeah? |
| 1:10:51.1  PERSON 3 | Yeah |
| 1:11:00.1  PERSON 1 | [inaudible] because we have to fill in a questionnaire |
| 1:11:02.7  PERSON 3 | Oh yeah |
| 1:11:02.7  PERSON 2 | No we don’t, only group B has to do that. Which what she said is last |
| 1:11:09.8  PERSON 3 | Oh really |
| 1:11:09.9  PERSON 2 | Yeah, the [inaudible] group B get extra, like- |
| 1:11:16.1  PERSON 1 | They get a |
| 1:11:16.8  PERSON 2 | Yep, some- I don’t know, maybe they got more explanation than we do? And then they have to fill out a questionnaire and yeah. And we can just do it like- |
| 1:11:27.5  PERSON 1 | We have to have the- |
| 1:11:27.5  PERSON 3 | We’re the control group |
| 1:11:29.2  PERSON 2 | Alright, we have to hand in before 6 today |
| 1:11:32.9  PERSON 1 | Ok, but I’m not really planning on staying here until 6. |
| 1:11:39.4  PERSON 3 | No |
| 1:11:41.0  PERSON 2 | I mean, yeah we can all stay until 6 [inaudible]. I thought the two hours were like, more a deadline [inaudible] |
| 1:11:48.3  PERSON 3 | Well- on the assignment the deadline is 6 o’clock. We have to deliver it to [Professor]. [silence] |
| 1:14:17.8  PERSON 1 | Professor E is a stakeholder. |
| 1:14:20.7  PERSON 2 | Yeah |
| 1:14:28.9  PERSON 1 | Let’s say this University is also a stakeholder. [silence] |
| 1:16:02.4  PERSON 2 | Something like this? Checkboxes or something. Then we can have both. Yeah, I don’t really know. [inaudible] |
| 1:16:14.7  PERSON 1 | So green [inaudible] |
| 1:16:20.7  PERSON 2 | And then maybe more options for letting pass this many cars or stay green for this many seconds. |
| 1:16:26.7  PERSON 1 | Yeah yeah |
| 1:16:29.8  PERSON 2 | And then all then checkboxes so you can choose which ones you want, and which ones you don’t want. |
| 1:16:36.4  PERSON 1 | Sounds good |
| 1:16:36.9  PERSON 2 | Yeah |
| 1:16:38.3  PERSON 1 | Give as much control to the user |
| 1:16:39.7  PERSON 2 | Yeah |
| 1:16:40.2  PERSON 1 | I think that’s |
| 1:17:04.2  PERSON 2 | But do we still have to make sure that it doesn’t conflict with each other. Like that- if I [inaudible], let’s say that it has to turn green after 15 seconds, and I say the other one also has to become green after 15 seconds. So that they don’t become green at the same- |
| 1:17:20.7  PERSON 1 | Yeah |
| 1:17:22.0  PERSON 2 | That they still, like, check if the other one is green or not |
| 1:17:25.1  PERSON 1 | Yeah and then you should just get an error with- where you want to set a new one, right. So if there is one green in 15 seconds then- |
| 1:17:34.3  PERSON 3 | Or maybe just- the program prioritizes. That if all of them become green that you just take a random order. Or something |
| 1:17:46.1  PERSON 2 | Yeah but then the students should be able to manage it right. And see what choices there- what happens with their choices. What effects their |
| 1:17:59.3  PERSON 3 | Yeah, but it- yeah, it’s difficult |
| 1:18:03.5  PERSON 2 | Yeah. |
| 1:18:32.8  PERSON 1 | And maybe you should be able to set some kind of repetition in it, so you get a minute and every 15 seconds or something, another light is green. So you can make some sort of- for the whole intersection you can make some kind of a schedule. |
| 1:18:52.0  PERSON 2 | Or you can just give them an order. Like this is style 1, this is 2, 3, 4, and then just, every time one is to become green it has to wait for the next one. |
| 1:19:04.7  PERSON 1 | Yeah. But- |
| 1:19:08.3  PERSON 3 | But I think it’s going to- |
| 1:19:12.3  PERSON 1 | Some of the directions could be way heavier traffic then the others. And that would be a bit difficult or wrong to have only a short time frame for that one, with the same timeframe for- |
| 1:19:29.1  PERSON 2 | Yeah |
| 1:19:29.5  PERSON 1 | Road that’s not that heavy trafficked. Difficult. [silence] |
| 1:20:59.7  PERSON 2 | Ah this, but then we still don’t have the priority [inaudible] |
| 1:21:04.8  PERSON 3 | Yeah |
| 1:21:08.1  PERSON 2 | These are the more- this doesn’t- this is just ok like this, but it doesn’t do anything with the others. |
| 1:21:18.1  PERSON 1 | Yeah that’s- let’s do the ordering like you |
| 1:21:24.8  PERSON 2 | Yeah? |
| 1:21:25.7  PERSON 1 | I think you proposed, and also have- and then you can become red when cars are waiting |
| 1:21:34.3  PERSON 2 | Yeah that’s [inaudible], or maybe one- cars that passed. I don’t know what is, or both |
| 1:21:41.0  PERSON 1 | Mhm |
| 1:21:43.6  PERSON 2 | I mean, the more options the better but- |
| 1:21:45.0  PERSON 1 | Yeah let’s do both |
| 1:21:47.4  PERSON 2 | Ok |
| 1:21:47.8  PERSON 1 | And |
| 1:21:50.6  PERSON 2 | Then with priority |
| 1:21:51.6  PERSON 1 | Some kind of ordering and also- oh yeah, so have the second, so you have the cars that are waiting |
| 1:21:57.1  PERSON 2 | Mhm |
| 1:21:58.0  PERSON 1 | Let them through |
| 1:21:58.8  PERSON 2 | So do both, kind of- with the second we have to think about how this is going to work. Cause if you put them all in 15 seconds still then they can become green at the same moment |
| 1:21:58.8  PERSON 1 | Yeah yeah. Yeah it should start somewhere right, so you have the, I think that the sequence you said was pretty good |
| 1:22:36.3  PERSON 2 | Which the user indicates |
| 1:22:37.7  PERSON 1 | Cause no traffic light can be on when in others. Right |
| 1:22:41.7  PERSON 2 | Mhm so [inaudible] about, with the priority then you have like, if someone is one, and it has to go off like, every 15 seconds, so one it two, then it will go after one. But if someone is three then it will maybe never go off because, after two one is always getting green again and then they just- |
| 1:23:01.2  PERSON 3 | Nah, but you should always have like, 1, 2, 3, 4 in the- |
| 1:23:05.2  PERSON 2 | Yeah |
| 1:23:06.3  PERSON 3 | In the loop |
| 1:23:06.3  PERSON 2 | Maybe we can just make like a box in the top, and then say, this is traffic light 1 or 4 or 2 or 4 or 3, where you can indicate the- |
| 1:23:14.2  PERSON 1 | Yeah |
| 1:23:14.8  PERSON 2 | The number. Maybe you can even do 1, 2, 3, 4, you can choose which ones you want. And then you can say, this one doesn’t have to be green that long, and this one does have to be green. Then you have a lot of stuff you can do. |
| 1:23:30.9  PERSON 1 | Ok. I’ve put in the context view. With Professor E, the university and the Windows operating system and the students. Which one were you modelling. Functional? |
| 1:24:04.1  PERSON 3 | Developer, development view. UML diagram |
| 1:24:08.3  PERSON 1 | Yeah we have to do the, we don’t have to do the development. |
| 1:24:11.3  PERSON 3 | Oh really |
| 1:24:13.0  PERSON 1 | Context, functional and information [laugh] |
| 1:24:16.6  PERSON 2 | Well done [Person 3] [laugh] Thank you for adding your [inaudible]. But it’s really nice, we like it though. |
| 1:24:27.9  PERSON 3 | [where does it say it then] |
| 1:24:28.9  PERSON 1 | Yeah there’s a- |
| 1:24:31.7  PERSON 2 | In the end |
| 1:24:32.1  PERSON 1 | In the template |
| 1:24:33.1  PERSON 3 | Oh yeah. Template. Oh I can put it in the functional |
| 1:24:46.2  PERSON 1 | Yeah? |
| 1:24:46.2  PERSON 3 | Oh no [inaudible] yeah functional |
| 1:25:02.9  PERSON 1 | So one with the square boxes right, the one which [Professor] developed |
| 1:25:10.1  PERSON 3 | Oh yeah. I can modify it a little bit, to functional. Oh are you already doing that or |
| 1:25:22.3  PERSON 1 | No, I’m doing the context. But I have some notes from- |
| 1:25:26.9  PERSON 3 | Oh yeah |
| 1:25:27.8  PERSON 1 | The functional. I’d like some coffee so- |
| 1:25:49.3  PERSON 3 | Yeah probably need some |
| 1:25:52.4  PERSON 2 | We can take the 5 minute break |
| 1:25:56.5  PERSON 1 | So |
| 1:25:58.2  PERSON 2 | And you got power for sure now |
| 1:26:00.3  PERSON 1 | Yeah |
| 1:26:03.0  PERSON 2 | Like this? [inaudible] I have now this is traffic light [inaudible] |
| 1:26:07.6  PERSON 1 | Oh yeah |
| 1:26:08.2  PERSON 2 | We can just |
| 1:26:09.2  PERSON 1 | Yeah seems clear [inaudible] ok, so how do I pause this. |
| 1:26:14.3  PERSON 2 | Just- yeah. |
| 1:26:24.8  PERSON 1 | How do I pause this |
| 1:26:26.6  PERSON 2 | How do you- |
|  | Second recording 17:17 |
| 0:00:00.4  PERSON 2 | [yeah there, there is the pause button] |
| 0:00:03.5  PERSON 3 | Ah yeah |
| 0:00:03.5  PERSON 2 | [I’m now pressing pause, no [laugh], would be funny if you only recorded your break [laugh]] |
| 0:00:13.5  PERSON 1 | [all that explanation. Shit. [laugh]] |
| 0:00:21.1  PERSON 2 | [huh, I was thinking already] in English heh |
| 0:00:23.5  PERSON 1 | Yes |
| 0:00:30.3  PERSON 2 | Well well then. Oh yeah, I was going to make the user interface for car thing. |
| 0:00:49.4  PERSON 1 | Shouldn’t we put the program in a browser- that’s the bottom layer |
| 0:00:58.1  PERSON 2 | No no no no |
| 0:00:59.8  PERSON 1 | More cross platform then- but this is a very simple program I guess |
| 0:01:03.9  PERSON 3 | Yeah |
| 0:01:04.3  PERSON 2 | Let’s put it in flash [laugh] somebody is dying [laugh] |
| 0:01:14.1  PERSON 3 | For all Mac users [laugh] |
| 0:01:19.3  PERSON 2 | [inaudible] really don’t like Mac users anyways |
| 0:01:26.3  PERSON 1 | Ok. Or should we say Java. |
| 0:01:34.4  PERSON 3 | Also fine |
| 0:01:34.6  PERSON 2 | Yes, let’s say |
| 0:01:36.1  PERSON 3 | Java or javascript, HTML5 |
| 0:01:40.2  PERSON 1 | That’s it yeah |
| 0:01:41.3  PERSON 2 | Let’s use Java |
| 0:01:41.8  PERSON 3 | Java |
| 0:01:43.0  PERSON 2 | It should say like, we have the- you can make the architecture your own program. In the cool program we used in this course. Which didn’t work. |
| 0:02:14.1  PERSON 1 | [inaudible] [silence] What is [spiritual father] in English? |
| 0:04:44.5  PERSON 2 | Ghostly father [laugh] oh a joke, transcribe it please. |
| 0:04:54.9  PERSON 1 | Founding father? |
| 0:04:55.4  PERSON 2 | [yeah, something like that] Creator? |
| 0:04:57.9  PERSON 1 | Creator, nice. Well, it’s not really creator because it’s really developer |
| 0:05:06.1  PERSON 3 | Spiritual father? |
| 0:05:06.9  PERSON 1 | Yeah so this is for every- |
| 0:05:09.2  PERSON 3 | Yeah, for every street you click on, you get this |
| 0:05:12.6  PERSON 1 | Yeah |
| 0:05:12.9  PERSON 2 | Intellectual father |
| 0:05:16.4  PERSON 1 | Ok yeah, let’s - |
| 0:05:17.7  PERSON 2 | Do I need- also the cars who leave there shall I keep it in percentages per- in an amount. |
| 0:05:27.7  PERSON 1 | No I would say in percentages |
| 0:05:28.5  PERSON 2 | Yeah |
| 0:05:29.9  PERSON 1 | Maybe this- |
| 0:05:32.1  PERSON 2 | From the first street together- no [inaudible] |
| 0:05:37.1  PERSON 1 | we’re still over thinking it |
| 0:05:39.7  PERSON 2 | Don’t have to make it haha, not our problem. |
| 0:05:46.5  PERSON 1 | Spiritual father |
| 0:05:49.5  PERSON 2 | Oh I was really close, with my ghostly father. [silence] I put everything in the folder, assignment B. on google drive |
| 0:07:07.0  PERSON 1 | Okidoki |
| 0:07:08.9  PERSON 2 | You can look at it if you want to. If you don’t want to, don’t look at it. [silence] So, what else do we need. We need at least context, functional and information viewpoint. The basic structure of the code, we need to make that as well. |
| 0:09:29.9  PERSON 1 | And that is just- |
| 0:09:31.6  PERSON 2 | What’s that |
| 0:09:32.2  PERSON 1 | Information and functional right. |
| 0:09:34.6  PERSON 2 | Um, yeah |
| 0:09:37.0  PERSON 1 | I’m not sure about that |
| 0:09:38.0  PERSON 2 | No. Says here like, that something else |
| 0:09:45.1  PERSON 1 | It’s not in the template |
| 0:09:47.3  PERSON 2 | Oei, the template does not. Must design the basic structure of the code that will be used to implement this system, you should focus on the important design decisions that form the foundation of the implementation, and work out to the depth you believe is needed. And then, after that. Deliver an architecture document containing at least the context, functional and information viewpoint. According to the provided architecture document template. So the code- he means, not excluded- |
| 0:10:28.3  PERSON 1 | Is it capitulated in the context, functional and informational. Then right? |
| 0:10:33.4  PERSON 2 | The result of this session should be the ability to present your design to a team of software developers. Oh, then we can write anything down. We can just present it. Level of competency you can expect is that of a student who has just completed a basic computer science or software engineering undergraduate degree. Yes yes. That is sufficient to explain how to implement the system to competent developers, without requiring them to make many high-level design decisions. So what can I do now. Make the rationale for the things I made? Or did you already- |
| 0:11:35.2  PERSON 3 | [inaudible] |
| 0:11:36.9  PERSON 1 | yeah I’m not sure because that’s not a- or should that be depicted in the- what in the context, functional or information right. It’s gonna be part of the introduction? |
| 0:11:54.7  PERSON 2 | Depends on what kind of rationale they want. Do you want for each image a rationale. Then should we done- |
| 0:12:03.5  PERSON 1 | I don’t know. Cause you are making the informational or functional. |
| 0:12:08.3  PERSON 3 | Functional architecture |
| 0:12:10.1  PERSON 1 | Ok |
| 0:12:12.3  PERSON 3 | I’m not sure if I’m doing it right now. I’m creating a map for the user interface. I think it’s very simple but, is drawing a road and you check a crossing or not |
| 0:12:26.7  PERSON 2 | Yeah |
| 0:12:27.2  PERSON 3 | And then you create an intersection or not |
| 0:12:33.2  PERSON 1 | We’re not [laugh] |
| 0:12:35.9  PERSON 2 | Well- |
| 0:12:35.9  PERSON 3 | Ok You can also modify an intersection, and I think it has to be saved somewhere. But that’s just the creation part, and then you have the simulation part, and then there’s also processes [inaudible] I’m not sure if we’re covering everything or not |
| 0:12:54.0  PERSON 2 | Yes, some counter. Stuff like that, but I don’t think that’s really in-depth. The thing is we have to give them this so they don’t have to make many high-level design decisions. I mean, if they see the picture I made and the things you made, and then with a bit of rationale and introduction and stuff we made. I don’t really see how you cannot- I mean, yeah. |
| 0:13:23.5  PERSON 1 | Yeah. Yeah you can start with the informational [inaudible], I got some [inaudible] right here. |
| 0:13:31.4  PERSON 2 | Yeah |
| 0:13:32.7  PERSON 1 | Just something like a class diagram then probably. |
| 0:13:36.7  PERSON 2 | I don’t know |
| 0:13:37.6  PERSON 1 | [inaudible] with the things that we want to know about it and the relations in between. |
| 0:13:43.0  PERSON 2 | Yeah. But we have, what kind of classes do we have. We have the map |
| 0:13:47.1  PERSON 1 | Yeah map, roads |
| 0:13:48.0  PERSON 2 | Roads, we have lights, we have traffic |
| 0:13:51.5  PERSON 1 | Crossings |
| 0:13:52.6  PERSON 2 | Crossings |
| 0:13:53.5  PERSON 1 | Lights, the- or the traffic, I did not think of yet. But the map is from my perspective just an amount of the raster, so it’s only a length and a height or something like that. |
| 0:14:06.9  PERSON 2 | Yeah and then we have a user interface menu, but that’s always the same. So that can be just one class [inaudible] |
| 0:14:14.0  PERSON 1 | Yeah. Yeah but does that have information- yeah maybe it does. Yeah yeah, so it has- yeah, that’s right. And the [inaudible] stuff, so you have road, and a road is just from X and Y, to another X and Y right |
| 0:14:29.8  PERSON 2 | Yeah |
| 0:14:30.8  PERSON 1 | From one- yeah, coordinate to another. And it’s always crossing- you have [inaudible] amount of cars that are here, here, here, here. |
| 0:14:40.1  PERSON 2 | Yeah. But would the road- |
| 0:14:42.5  PERSON 1 | And the location of it |
| 0:14:43.7  PERSON 2 | [inaudible] |
| 0:14:45.6  Instructor | Hello |
| 0:14:45.7  PERSON 2 | Hello |
| 0:14:46.2  Instructor | Just wanted to remind you guys that at the two hour mark on your recorder you have to stop your design session, and start on documenting your rationale |
| 0:14:55.0  PERSON 2 | Ok |
| 0:14:55.7  Instructor | Yeah, and the after that you have to go to [Professor] for your feedback, which is at [office]. |
| 0:15:01.2  PERSON 2 | Ok |
| 0:15:01.9  PERSON 3 | Ok |
| 0:15:03.5  PERSON 1 | Which is it [office]? |
| 0:15:03.9  Instructor | [office] |
| 0:15:05.2  PERSON 2 | Room |
| 0:15:06.0  Instructor | Yes |
| 0:15:06.0  PERSON 1 | Oh room ok [inaudible] |
| 0:15:09.4  PERSON 3 | Yeah we had a question about something. What was it |
| 0:15:15.7  PERSON 2 | So at the two hour mark we have to stop. What time is it now, in the recording |
| 0:15:21.6  PERSON 1 | It’s [inaudible] because we only started |
| 0:15:23.1  PERSON 2 | 15, yeah we had a pause [inaudible] |
| 0:15:29.1  PERSON 3 | But you restarted, can’t you see on the other one |
| 0:15:31.1  PERSON 2 | No, not yet |
| 0:15:32.6  PERSON 1 | Not yet [inaudible] it’s going to be ok. |
| 0:15:35.8  Instructor | Ok |
| 0:15:36.9  PERSON 3 | We already started a bit with rationale in between, yeah |
| 0:15:42.7  Instructor | It’s alright |
| 0:15:43.6  PERSON 3 | Ok |
| 0:15:43.6  PERSON 2 | But it was about the developers- [laugh] |
| 0:15:54.4  PERSON 1 | are you stuck |
| 0:15:55.2  PERSON 2 | Yes I’m stuck. [you said earlier, I’ll be doing it in Dutch now, you said earlier that we also had to hand it over to the developers] |
| 0:16:08.6  PERSON 1 | [oh the coding stuff] |
| 0:16:09.8  PERSON 2 | [yeah] |
| 0:16:12.3  Instructor | Try to keep it in English guys |
| 0:16:13.5  PERSON 2 | Do we have to make code, like the basic codes, because it says so, you need to design the basic structure of the code |
| 0:16:20.2  Instructor | Yeah structure. Keep that in mind, structure |
| 0:16:23.4  PERSON 2 | Yeah ok, but it’s not like one of the things already incorporated in the architecture document |
| 0:16:29.2  Instructor | [inaudible] |
| 0:16:29.8  PERSON 2 | Ok |
| 0:16:31.0  Instructor | Architecture is the structure |
| 0:16:32.3  PERSON 1 | Yeah see |
| 0:16:32.9  PERSON 2 | Ok [inaudible] ok |
| 0:16:38.2  PERSON 1 | But she said [inaudible] |
| 0:16:39.4  PERSON 2 | Wait, can you see how long the other one was. [inaudible] sorry. Really not? |
| 0:16:45.9  PERSON 3 | No, well, we just began- |
| 0:16:51.0  PERSON 2 | We began like almost straight away after our class, and we took like ten minute break, so I think we’re almost two hours. Because the first part we worked was not- |
| 0:17:05.0  PERSON 3 | The thing is we have to hand it in before six, so |
| 0:17:09.0  PERSON 2 | Yeah but, the thing is you can only work two hours on it because then the time- it’s just, they want to compare what you can do in two hours, so that these |
| 0:17:17.1  PERSON 3 | I’m gonna check it |
|  | Third Recording 22:16 |
| 0:00:03.5  PERSON 3 | Yeah it’s started recording. |
| 0:00:06.1  PERSON 2 | Where is the pause button again. |
| 0:00:11.2  PERSON 2 | [inaudible] class diagram, let’s choose that one [inaudible] We have a class here, and it’s called map. |
| 0:00:21.0  PERSON 1 | Yeah. Map is a length and a height |
| 0:00:28.0  PERSON 2 | Length. And that’s an INT like |
| 0:00:33.9  PERSON 3 | Yes |
| 0:00:39.4  PERSON 2 | Int. and then we have a height, also an int. that’s it right, for the map |
| 0:00:44.4  PERSON 1 | Yeah |
| 0:00:46.7  PERSON 2 | Then road |
| 0:00:50.8  PERSON 1 | Road is a starting |
| 0:00:52.6  PERSON 2 | Start |
| 0:00:57.0  PERSON 1 | It’s with an X and an Y, two ints. |
| 0:00:59.3  PERSON 2 | Int. do I do that and start X, start one. |
| 0:01:03.5  PERSON 1 | Yeah |
| 0:01:10.6  PERSON 2 | And then [inaudible] add, how do I do this again. I can never find it |
| 0:01:21.1  PERSON 1 | [inaudible] |
| 0:01:26.3  PERSON 2 | Yeah but then- I just had [inaudible] two, indeed. And then I get this. Strange. That should be [inaudible]. But they’re going to listen to this, and it’s like, why are they- these guys can’t even do [laugh] |
| 0:01:26.3  PERSON 1 | Can’t do it in visio |
| 0:01:57.4  PERSON 2 | Visio is too hard. Can’t we just draw everything. We should be- we’re here [inaudible]. Why couldn’t I do this. Now it’s annoying because they’re in the wrong |
| 0:02:11.3  PERSON 3 | Yes |
| 0:02:12.2  PERSON 2 | Right. But it is in the same box. |
| 0:02:14.4  PERSON 1 | Yeah [inaudible] |
| 0:02:22.6  PERSON 3 | It doesn’t really matter [inaudible] |
| 0:02:30.5  PERSON 2 | Maybe if I had, here [inaudible] the line in the middle. And this one [inaudible] |
| 0:02:46.9  PERSON 1 | [inaudible] [laugh] in English |
| 0:02:50.9  PERSON 2 | Or bollocks is also the right. If you’re going to transcribe bollocks this is going to be really fun. I hated the transcribing part |
| 0:03:01.4  PERSON 3 | Oh my god, that was so- |
| 0:03:04.0  PERSON 2 | And like, so pointless also. Ok, like this |
| 0:03:10.2  PERSON 1 | [inaudible] wow |
| 0:03:11.2  PERSON 2 | Yeah looks like something that has some kind of an [inaudible] now, what do we have more- |
| 0:03:11.2  PERSON 1 | Crossing? |
| 0:03:19.5  PERSON 2 | Crossing |
| 0:03:21.2  PERSON 1 | Light? |
| 0:03:24.2  PERSON 2 | Light. Yeah [inaudible] |
| 0:03:32.3  PERSON 3 | There are just [inaudible] loads of count. |
| 0:03:39.4  PERSON 2 | [inaudible] the road itself, maybe. You have the, like what I mean, the numbers of- these numbers are they in the road itself or are these just, like, functions projected on the road. Or is this something we could say that the- all these scores are capsulated in the crossing. |
| 0:04:10.4  PERSON 1 | I guess cars on top, cars on bottom, cars [inaudible] |
| 0:04:13.7  PERSON 3 | Ok. So far- |
| 0:04:20.3  PERSON 1 | The crossing also has a location |
| 0:04:25.8  PERSON 2 | A location |
| 0:04:29.9  PERSON 1 | [inaudible] |
| 0:04:32.1  PERSON 2 | Yeah. But don’t you have like coordinate thing, which automatically does integers. But we’ll do- we’ll act like it doesn’t exist. Just [inaudible] I like giving all the things vague names. This is the Yoda integer, and this is the Star Wars integer, and this is the one. Yeah, we used Yoda for the location [inaudible] how can you not understand that. We’re not going to [inaudible] coding right. To [inaudible] |
| 0:05:24.2  PERSON 1 | What [laugh] |
| 0:05:26.0  PERSON 2 | [inaudible] casing. Yeah I have random headletters and not headletters. Yeah, it’s not my thing. Car top, and then car bottom everywhere |
| 0:05:41.2  PERSON 3 | No |
| 0:05:41.7  PERSON 1 | Car left and car right |
| 0:05:44.4  PERSON 2 | Car, you’ll find out which car [inaudible] |
| 0:05:45.9  PERSON 1 | Yeah [laugh] |
| 0:05:47.8  PERSON 2 | [inaudible] car, crash car [inaudible] wild car |
| 0:05:57.9  PERSON 1 | What else do we have to incorporate |
| 0:06:00.4  PERSON 2 | Emergency vehicles |
| 0:06:01.2  PERSON 1 | Yeah exactly [inaudible] |
| 0:06:07.0  PERSON 2 | And power outtages |
| 0:06:09.7  PERSON 1 | Yeah. We might as well [inaudible] they set all lights on the blinking orange right |
| 0:06:14.3  PERSON 2 | Yeah. The, fuck you guys, you switched out your [inaudible] so- They did this in Eindhoven, like, one time, and they crashed immediately. Which was really fun to watch. Lights, which- |
| 0:06:28.3  PERSON 1 | Yeah. Throughput or something like that [inaudible] |
| 0:06:33.0  PERSON 2 | [inaudible] vehicles or something- |
| 0:06:34.4  PERSON 3 | But do you want to |
| 0:06:36.0  PERSON 1 | Yeah. On the design that you made |
| 0:06:40.2  PERSON 2 | Maybe the current core. Like, current core and current state, which is a good one. And what is that, that’s either red, orange or green |
| 0:06:52.0  PERSON 1 | yeah |
| 0:06:53.4  PERSON 2 | Orange or green. |
| 0:06:55.3  PERSON 1 | Yeah let’s just say, only red and orange right |
| 0:06:58.3  PERSON 2 | [inaudible] [laugh] hello I’m [inaudible] |
| 0:07:02.2  PERSON 1 | Only the daredevils would [inaudible] |
| 0:07:04.3  PERSON 3 | [inaudible] |
| 0:07:07.8  PERSON 2 | Yeah orange ok. And then just- |
| 0:07:12.0  PERSON 1 | But it’s- and it also has a priority right. |
| 0:07:14.2  PERSON 2 | Yeah |
| 0:07:15.2  PERSON 1 | So |
| 0:07:17.6  PERSON 2 | [inaudible] and maybe the location? So you can link it to the- or otherwise it’s going to be hard to decide which road is good. |
| 0:07:27.4  PERSON 1 | So maybe it’s just the location but every X and Y, or places right for the- so you have- |
| 0:07:34.3  PERSON 2 | Maybe we should give the roads |
| 0:07:35.8  PERSON 1 | [inaudible] of the thing, and bottom up or other |
| 0:07:39.5  PERSON 2 | Or we give the road a number. And then we say which traffic light [inaudible] which number, but you also can put two traffic lights on one number. Maybe we can give these |
| 0:07:50.8  PERSON 1 | I think we can give an intersection |
| 0:07:53.9  PERSON 2 | If we use the intersection [inaudible] |
| 0:07:55.0  PERSON 1 | [inaudible] you have an intersection which has an X and a Y right. But then you also have top, left and- because it’s always four way street right. Or a four [inaudible] and you can also have like, this is an indicator and also this [inaudible] with left. Or right, or whatever. |
| 0:08:20.0  PERSON 2 | Yeah. Yeah we’re going to do that. You can also like, maybe don’t make separate- no that’s not gonna be- if you make light part of the intersection, maybe that’s easier, because then you have light top, light bottom, light- they don’t even need coordinates right. If you just have the crossing, and then top, bottom, left and right. You don’t even need coordinates |
| 0:08:56.6  PERSON 1 | I think things will get mixed up, because then you |
| 0:09:00.3  PERSON 2 | You know which crossing, and you know top, bottom, left, and right. |
| 0:09:03.7  PERSON 1 | Yeah but the lights also has some specific functionalities right. Shouldn’t you model that in a- |
| 0:09:13.4  PERSON 2 | Yeah ok, but you can make the lighting different. But just to indicate which light, you can just use these coordinates, and then left, right, top or bottom. So you know which road, from which crossing point, which crossing, which point, which road. And then you know which- |
| 0:09:35.9  PERSON 1 | So crossing always has four lights you mean |
| 0:09:37.6  PERSON 2 | Yeah |
| 0:09:38.0  PERSON 1 | And then it only has a- yeah sure yeah. |
| 0:09:40.3  PERSON 2 | [inaudible] |
| 0:09:40.8  PERSON 1 | Yeah |
| 0:09:41.7  PERSON 2 | So then we have, what is this, location or something. Which can be- |
| 0:09:45.8  PERSON 1 | Yeah maybe orientation? |
| 0:09:48.3  PERSON 2 | Orientation. Sexual orientation [laugh] |
| 0:09:52.8  PERSON 3 | Here, I forgot here the simulation. I can play or stop the simulation, but it creates the cars, goes back and it moves the cars. Comes out eventually at an intersection, and there it’s- or it’s leaving, or it has a direction, or it’s [inaudible]. Do I miss something [inaudible] |
| 0:10:22.7  PERSON 1 | Just, for functional this is more a sort of state |
| 0:10:29.2  PERSON 2 | Yeah. I don’t- do we even have cars. I mean, actually, it’s just a number moving. |
| 0:10:40.9  PERSON 1 | Yeah |
| 0:10:41.4  PERSON 2 | So it- the state of the car is not really important. We have just number adding up on certain places. The car itself- the individual car does not really exist. It’s just a number, it’s just moving but the [inaudible] |
| 0:10:58.2  PERSON 1 | [Inaudible] crossing to a crossing |
| 0:10:59.9  PERSON 2 | Yeah but we got [inaudible] follow one car. So if there is one year, it can go together with- it’s not that one that is moving, you understand. It’s just a number adding up somewhere. |
| 0:11:12.4  PERSON 1 | So |
| 0:11:13.5  PERSON 2 | I don’t think we even have individual cars. Could be impossible |
| 0:11:18.7  PERSON 1 | But is it possible then to model the- cause some roads are heavy traffic, some are not, and the main goal of the thing is that you want to simulate and see what the actions are up your- the kind of consequences of the [inaudible] |
| 0:11:37.1  PERSON 2 | Yeah but you can see that. But that’s what you can see, because you’re going to get- if your traffic lights suck, then you’re going to get high numbers on certain roads |
| 0:11:46.8  PERSON 1 | Yeah but |
| 0:11:47.9  PERSON 2 | And you get like thousand in a road, but you know, ok this road is now jammed and everyone is crying because they can never- |
| 0:11:54.5  PERSON 3 | On the other hand, what I was thinking, you still have moving cars because of course our numbers at the roads, between two intersections there is still a waiting time from a car to another car. Because of the length of the road. |
| 0:12:18.3  PERSON 2 | Yeah but we don’t take that into account, because that’s too difficult. Or I mean that’s something we don’t |
| 0:12:26.0  PERSON 1 | Yeah it should be a simplified version of the truth right, but [inaudible] |
| 0:12:29.7  PERSON 3 | Ok |
| 0:12:30.2  PERSON 2 | So the only thing that we do is just- if you are in this road we’ll add your number to the end of the road. |
| 0:12:36.7  PERSON 1 | So |
| 0:12:38.7  PERSON 2 | So we don’t have any driving time, everything we still need to do is how fast people can pass through a traffic light. We should incorporate that maybe somehow |
| 0:12:48.9  PERSON 3 | I’m not sure how to process the [inaudible] |
| 0:12:53.7  PERSON 2 | You just have a starting number on the side, and then you spread that number over the three roads coming in the intersection, and then you do this again, and again, and again. And each time you spread your number in the current road, or over the other three roads, and you take off the number of people of cars staying in the street. Then you add the number and that’s the end-value of what’s in your street. And you end value is just the sum of what came into the street from left, right and the bank. It’s just [inaudible] |
| 0:13:32.5  PERSON 1 | [inaudible] they interact with the crossing information, that’s where the numbers of the cars are |
| 0:13:40.2  PERSON 3 | Ok. So we have a crossing [inaudible] |
| 0:13:47.7  PERSON 1 | It’s for the user right, so you [inaudible] the user functionality. It’s both for the user and the internal system. |
| 0:13:58.3  PERSON 3 | Crossing and intersections. Intersection status. |
| 0:14:09.0  PERSON 1 | So how much time do we have left for the design. |
| 0:14:12.0  PERSON 3 | It’s now 14 minutes |
| 0:14:15.7  PERSON 1 | 6 more minutes. We need to finish this with some lines. [laugh] [inaudible] |
| 0:14:24.4  PERSON 2 | Inheritance, I like the name. just put something- |
| 0:14:37.8  PERSON 1 | I think that that’s it. So road |
| 0:14:43.5  PERSON 2 | Everything is [inaudible] yeah |
| 0:14:45.6  PERSON 3 | This this, this |
| 0:14:50.5  PERSON 2 | A road and then the map |
| 0:14:53.5  PERSON 1 | There are [inaudible] |
| 0:14:56.3  PERSON 2 | [inaudible] association |
| 0:14:58.9  PERSON 1 | I’m not- |
| 0:15:01.0  PERSON 2 | That’s too long ago [laugh] |
| 0:15:03.3  PERSON 3 | The map shows a road, but also the crossing, with the road creates a crossing, so here a line and here a line. |
| 0:15:11.2  PERSON 1 | Yeah |
| 0:15:11.8  PERSON 2 | Yeah |
| 0:15:13.4  PERSON 1 | You mean the light is only associated with a crossing. |
| 0:15:15.0  PERSON 2 | Yeah |
| 0:15:15.4  PERSON 3 | Ok |
| 0:15:22.5  PERSON 2 | Luckily I have 6 minutes to draw these lines |
| 0:15:27.5  PERSON 3 | So we have the intersection status. [inaudible] going to be annoying to listen to [laugh] |
| 0:15:42.9  PERSON 2 | We’re going to tap drums [inaudible] transcribe this. I don’t think I’m the right person to participate in these types of research. Is this the thing we all [inaudible] enough? Where is the counter thing. Is it not in this view. Like all the counters everywhere |
| 0:16:20.5  PERSON 1 | Yeah it should be |
| 0:16:22.5  PERSON 2 | Is there a separate class? Or is it just something that’s in the road. If it’s something in the road it’s going to be hard, because you’ll have two counters on them [inaudible] |
| 0:16:31.9  PERSON 1 | Road can be able to [inaudible] so |
| 0:16:36.3  PERSON 3 | Can you look at the intersection, you got the intersection status, it checks the light configuration, it goes back, and it changes the intersection status of the- yeah, how much cars there are. |
| 0:16:59.1  PERSON 1 | Yeah |
| 0:16:59.8  PERSON 2 | No, you have the counters [inaudible] because a car top, car bottom, car left, car right. But the- yeah [inaudible] |
| 0:17:08.8  PERSON 1 | Counters on the side |
| 0:17:10.0  PERSON 2 | The one who spawns the cars, that one |
| 0:17:12.1  PERSON 1 | Oh yeah. So there’s an entry counter, or something like that. |
| 0:17:18.4  PERSON 2 | And this make it- |
| 0:17:19.0  PERSON 1 | Associated with every road |
| 0:17:21.4  PERSON 2 | One car spawner or something |
| 0:17:23.7  PERSON 1 | Yeah |
| 0:17:25.8  PERSON 2 | And that’s- just added value [inaudible] and the car spawner is only connected to the road. Or [inaudible] crossing, [inaudible] yeah, where should an- you can go here and then it just fills one of these ints |
| 0:17:53.7  PERSON 1 | No, let’s say it’s an- yeah, it’s not a [inaudible] |
| 0:18:00.8  PERSON 2 | [inaudible] or then just connect it to the map. This one, we can connect it to this one, because this, one of these integers will become this value right. Of the spawn |
| 0:18:20.9  PERSON 1 | But we have to- yeah |
| 0:18:22.5  PERSON 2 | And then after that it just spreads all over the place. |
| 0:18:27.3  PERSON 3 | I think this one changes to crossing, so I think you have to put a line after this. |
| 0:18:40.5  PERSON 2 | Yeah [inaudible] |
| 0:18:50.6  PERSON 3 | Don’t forget the line |
| 0:18:57.5  PERSON 2 | Basically this is it |
| 0:18:58.3  PERSON 3 | Basically this is it yeah |
| 0:19:02.2  PERSON 3 | We just broke the most simple program |
| 0:19:03.6  PERSON 3 | No it says- |
| 0:19:11.0  PERSON 2 | [inaudible] what is bothering you |
| 0:19:11.6  PERSON 1 | The line, I cannot remove it |
| 0:19:18.2  PERSON 2 | It’s untouchable, wait, I know what you want to do. No |
| 0:19:22.2  PERSON 1 | No no no, I need to change this one |
| 0:19:27.1  PERSON 2 | Now it’s gone [inaudible] |
| 0:19:31.9  PERSON 1 | This line is |
| 0:19:32.7  PERSON 3 | I think this is also checking the light. It’s changing the crossing for the intersection, I should call it the intersection |
| 0:19:45.2  PERSON 2 | [inaudible] |
| 0:19:50.4  PERSON 3 | You made it everywhere |
| 0:19:52.5  PERSON 2 | What? About this intersection? |
| 0:19:53.9  PERSON 3 | The intersection yeah |
| 0:19:55.9  PERSON 2 | Whatever you want. What do we call it |
| 0:20:01.7  PERSON 1 | You call it |
| 0:20:02.6  PERSON 2 | [inaudible] give it a name it you want to |
| 0:20:07.0  PERSON 1 | That is? Want to give this another name? |
| 0:20:09.2  PERSON 3 | This also has to be connected to the light |
| 0:20:11.6  PERSON 1 | Because? |
| 0:20:12.0  PERSON 3 | Well because- yeah I think so |
| 0:20:14.2  PERSON 2 | I don’t think so |
| 0:20:15.5  PERSON 3 | Because |
| 0:20:16.7  PERSON 2 | Because the light gets its value from this one. This one just initiates some cars on the side and it fills one of these four values. The other values are made by whatever road can give out. And the light just takes these values into account. |
| 0:20:36.6  PERSON 1 | Yeah ok. |
| 0:20:37.5  PERSON 2 | But this one is- needs a counter |
| 0:20:39.5  PERSON 1 | How do the- does the car spawner decide where the cars come, and then it spawns |
| 0:20:46.9  PERSON 2 | Then we have to connect it to a road, or give it a- |
| 0:20:51.9  PERSON 3 | Well, is it just going to another intersection |
| 0:20:56.2  PERSON 2 | Yeah, but if you look at the drawing, these are all car spawner. Yeah. Oh wait, I got something else in mind. So these are the places where you should- but they are connected to this road- they should be connected to this road I think. |
| 0:21:14.6  PERSON 3 | Yeah |
| 0:21:16.4  PERSON 2 | But we don’t have a counter on the road. Isn’t it connected to a road, we say this is a value, so it’s going to fill one of these, and these is- on the location of this. So you- |
| 0:21:31.6  PERSON 3 | Yeah I think it has to draw lines to itself also, but that is not necessary, but- |
| 0:21:39.6  PERSON 2 | This one is determined by one of these four, so one of these four is filled with this one. And you know which one by taking the location of the intersection. Think that will work? Because then you take, for example, this road, is this road right or however you want to see it. Does this- |
| 0:21:59.7  PERSON 1 | Yeah, seems ok |
| 0:22:01.2  PERSON 2 | Yeah |
| 0:22:02.5  PERSON 1 | And our time is up |
| 0:22:06.0  PERSON 2 | All the time is up [inaudible] no, don’t you dare draw anything anymore |
| 0:22:12.4  PERSON 1 | We still need to record right? |
| 0:22:13.7  PERSON 3 | No |
| 0:22:15.0  PERSON 1 | Where is the pause button again |
| 0:22:16.3  PERSON 2 | Yeah |