Agenda for meeting on 11-5-2020

Project: 1-2 Crazy Putting
Date: 11/6/2020
Group number: 4
Group members: René Steeman, Aaron Schapira, Ivan Poliakov, Jean Janssen, Matthijs Kusters, Haoran Luan
Chair: Matthijs
Secretary: Jean

1. Opening at 12:00
2. Minutes last meeting
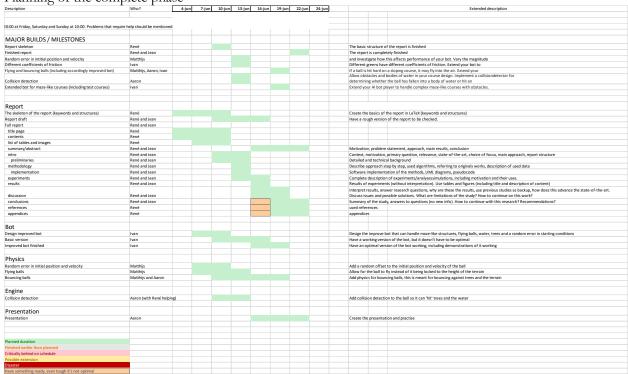   a. Remarks from group: none
   b. Remarks from tutor

3. State of the project
   a. Completed tasks/milestones: Report skeleton
   b. In progress: Report introduction and summary, improved bot design, improved bot code, random error for the initial position and speed, flying balls, collision detection.

4. Planning
   a. Things to finish before the next meeting: Report introduction and summary, improved bot design, random error for initial position and speed and collision detection.
   b. In progress before next meeting:
   c. We have meetings Monday, Tuesday, Wednesday and Thursday at 20:00, Saturday and Sunday at 10:00. Problems that require help should be mentioned before the meeting and help will be given outside of the meetings.
   d. Planning of the complete phase

Description	Who?	4-jun	7-jun	10-jun	13-jun	16-jun	19-jun	22-jun	24-jun		Extended description
20:00 at Friday, Saturday and Sunday at 10:00. Problems that require help should be mentioned											
MAJOR BUILDS / MILESTONES											
Report skeleton	René										The basic structure of the report is finished
Finished report	René and Jean										The report is completely finished
Random error in intitial position and velocity	Matthijs										and investigate how this affects performance of your bot. Vary the magnitude
Different coefficients of friction	Ivan										Different greens have different coefficients of friction. Extend your bot to
Flying and bouncing balls (including accordingly improved bot)	Matthijs, Aaron, Ivan										If a ball is hit hard on a sloping course, it may fly into the air. Extend your
Collision detection	Aaron										Allow obstacles and bodies of water in your course design. Implement a collisiondetector for determining whether the ball has fallen into a body of water or hit an
Extended bot for maze-like courses (including test courses)	Ivan										Extend your AI bot player to handle complex maze-like courses with obstacles.
Report											
The skeleton of the report (keywords and structures)	René										Create the basics of the report in LaTeX (keywords and structures)
Report draft	René and Jean										Have a rough version of the report to be checked.
Full report	René and Jean										
title page	René										
contents	René										
list of tables and images	René										
summary/abstract	René and Jean										Motivation, problem statement, approach, main results, conclusion
intro	René and Jean										Context, motivation, primary question, relevance, state-of-the-art, choice of focus, main approach, report structure
preliminaries	René and Jean										Detailed and technical background
methodology	René and Jean										Describe approach step by step, used algorithms, referring to originals works, description of used data
implementation	René and Jean										Software implementation of the methods, UML diagrams, pseudocode
experiments	René and Jean										Complete description of experiments/analysessimulations, including motivation and their uses.
results	René and Jean										Results of experiments (without interpretation). Use tables and figures (including title and description of content)
discussion	René and Jean										Interpret results, answer research questions, why are these the results, use previous studies as backup, how does this advance the state-of-the-art. Discuss issues and possible solutions. What are limitations of the study? How to continue on this work?
conclusions	René and Jean										Summary of the study, answers to questions (no new info). How to continue with this research? Recommendations?
references	René										used references
appendices	René										appendices
Bot											
Design improved bot	Ivan										Design the improve bot that can handle maze-like structures, flying balls, water, trees and a random error in starting conditions
Basic version	Ivan										Have a working version of the bot, but it doesn't have to be optimal
Improved bot finished	Ivan										Have an optimal version of the bot working, including demonstrations of it working
Physics											
Random error in initial position and velocity	Matthijs										Add a random offset to the initial position and velocity of the ball
Flying balls	Matthijs										Allow for the ball to fly instead of it being locked to the height of the terrain
Bouncing balls	Matthijs and Aaron										Add physics for bouncing balls, this is meant for bouncing against trees and the terrain
Engine											
Collision detection	Aaron (with René helping)										Add collision detection to the ball so it can 'hit' trees and the water
Presentation											
Presentation	Aaron										Create the presentation and practise

Planned duration	
Finished earlier than planned	
Critically behind on schedule	
Possible extension	
Disaster	
Have something ready, even tough it's not optimal	

5. Any other business (2 minutes)
   a. From group: -

      b. From tutor:
6. Chair/Secretary for the next meeting. Chair: René, secretary: Aaron
7. Closing at 12:15