

Accomplishments

We all got together and wrote up all of our bids and a slide show presentation for our multi-agent pedestrian modeling project. This invoked a good discussion of our plan of attack for our project. We also successfully compiled the Crystal Space 3D engine source code which we will use for our system. We have been reading tutorials and documentation on how to use Crystal Space (CS) and Crystal Entity Layer (CEL). We also started playing around with Perforce which we will use to manage our project code.

Goals & Priorities

Our short term goals are to get CEL compiled and working and become more familiar with CS and CEL and begin creating our own little test CS and CEL programs. We also hope to get our code-sharing Perforce software installed on a machine we checked out from the CS department. We first want to get walking agent demos and have them walking around and avoiding each other. After that our long term goal is to do extensive research on realistic human choreography and implement as much as we can into our system.

Needs

None right now.