

Cool Team Name

WalkEd

<http://WalkEd.edwardpultar.com>

## Software Project History

### **Introduction**

The purpose of the WalkEd software is to realistically model pedestrian movement in urban environments. The customer for this project would be anyone interested in the effects of pedestrians in urban environments such as mall managers or social scientists. Our vision is to have this software be intuitive for people to use for many applications such as urban planning or location-based services. Our objectives are to get extensive programming experience and make use of a pre-existing 3D game engine: Quake 2.

### **Historical Overview**

Covered in final report, SRS, SDS, etc.:

User-interface prototyping and requirements gathering

Architectural Design

Quality Assurance Planning

General Stage Planning

Activities from detailed design through stage release (including detailed design, construction, system testing, and stage releases) for each stage 1-n

Final software release

### **Project Data**

The main project members are Edward Pultar, Scott Brown, and Stuart Wilde. Our sponsors are Tom Henderson and Paul Torrens. Paul Torrens will provide us with assistance in creating realistic pedestrian choreography throughout the project.

### **Lessons Learned**

Planning.

Requirements.

Development.

Testing.

New Technology.

Discussed in Final Report.