

This README file contains the following sections:

1. Team information
2. Project purpose / description.
3. Minimum requirements
4. Project directory structure
5. Special instructions
6. Notice of GPL / copyleft

=====

1. Team information
Edward Pultar
Stuart Wilde
Scott Brown

=====

2. Project description:
WalkEd is an agent-based system for modeling pedestrian movements within an urban environment. It digs deeply within sociological and geographical publications for effective models of human walking behavior.

=====

3. Minimum requirements:
PC: Pentium III or above, 1ghz recommended. WinXP/2000, OpenGL.

=====

4. Project directory structure:
Within the WalkEd directory there is a Crystal Space Directory and a Crystal Entity Layer. For the second release we will figure out which libraries are necessary and have a standalone release. For now the release runs on our systems which are available for demo by appointment.

=====

5. Special instructions:
See Section 4 for instructions on Release 1.