

WalkEd

<http://walked.edwardpultar.com>

Stage 3 Release

1. Implementation overview

The purpose of this report is to describe the progress our project has made up until the Stage 3 Release date of April 15, 2005. Our weekly progress reports are located at <http://walked.edwardpultar.com>

Action Items:

- ID1
 - Severity: Highly Severe
 - Responsibility: Whole Team, Scott Lead
 - Current Status: Complete
 - Getting data through the engine backend to allow agents to access entity attributes.
- ID2
 - Severity: Highly Severe
 - Responsibility: Everyone
 - Current Status: Basic implementation done, lots of progress since release 2.
 - Make use of point of interest system to have an influence on agent behavior.
- ID3
 - Severity: Vital
 - Responsibility: Everyone
 - Current Status: Done
 - Agents are able to move around the environment.
- ID4
 - Severity: Vital
 - Responsibility: Everyone, Edward Lead
 - Current Status: In progress
 - Keep documentation up to date and produce any necessary documents.
- ID5
 - Severity: Vital
 - Responsibility: Everyone, Stuart Lead
 - Current status: Almost finished, much progress since stage 2
 - Create realistic environment(s) for pedestrian agents.
- ID6
 - Severity: Low
 - Responsibility: Everyone

- Current status: In progress, got wave and check watch animations
 - Implement more agent animations and find more pedestrian models.
 - ID7
 - Severity: Medium
 - Responsibility: Everyone
 - Current status: In progress, agents can enter stores and wander them for a bit, may tweak for realism.
 - Shopping functionality for agents.
2. A README file is included along with this release document located at <http://walked.edwardpultar.com>.
 3. This release runs on our systems and is available for demo. A standalone release will be available at a later date.