

WalkEd - Cool Team Name

<http://walked.edwardpultar.com>

Top 10 Risks

(In no particular order)

Character Models and Animations with Quake 2 Models

Getting Pedestrian Movement and Collision Detection/Avoidance

Scalability of running large simulations of 100+ pedestrians

Putting in intelligent AI with social roles for pedestrians

Adding all the user interface features we want

Understanding of Quake2 and FEAR architectures

Creating 3D world environments for pedestrians

Pedestrian Goals with Origins and Destinations or Reactive Agents

Implementing Geographical Features like Hills or Parking Meters

Ability for users to script and write their own pedestrian behaviors (Python?)