Item	Task	Required by	Assignee	Status	Goal	More information
1	Create top-level submission scripts	27/5/21	Cameron	Complete	The creation of a single submission script allows PWGs to submit simulation requests in a single style and we take care of the rest	This is a repo to initialise simulation setups at different production sites. We have a simple ASCII file with ECCE build, macro tag, PWG etc which can be read in along with a production site input to create the required builds and submissions scripts specific to that location
2	Add site-specific production scripts	1/6/21	Cameron & co.	In progress	Requirements for each site can be set from one argument at the top-level	**BNL Condor:** Done, **JLab Slurm:** Files in hand, **Bates:** Pending, **JLab/BNL OSG:** Pending
3	Beta-test production scripts at each site	14/06/21	Cameron & co.	In progress	Ensure we can copy files around as needed	Requires previous item. BNL has been tested
4	Debug zombie files	14/06/2021	Cameron & co.	In progress	Every file we produce must be produced correctly and openable	Some output files are corrupt, as if job didnt finish successfully. I have seeds to reproduce this
5	Complete detector subsystem simulation setup	14/06/2021	Detector WG	In progress	Each subsytem for ECCE has either a macro or a class we can import	For the detectors decided on for the first campaign, each DWG must supply either a detector class or macro to the simulations team, preferably via github For DWGs: **Minimum Requirements:** Your detector must compile with **gcc** and make sense for what you wish to achieve Your detector must have no internal overlaps **Complete requirements:** Your detector must compile with **clang** (./autogen.sh --prefix=$MYINSTALL CXX=clang++ CC=clang) Your detector must have no significant issues when running cppcheck or valgrind
5.1	tracking	14/06/2021	Xuan and Nilanga	In progress		
5.2	PID	14/06/2021	Greg and Xiaochun	In progress		
5.3	Calorimeter	14/06/2021	Friederike and Yongsu	In progress		
5.4	Far forward	14/06/2021	Michael, Igor and Yuji	In progress		
6	Discuss implementation/placement of ECCE	17/6/21	All	In progress	A meeting to finalise final placement of sub-detectors	We predict that there will be some overlap between detectors that requires discussing where to put them now
7	Relay production requirements for Campaign 1	17/6/21	Physics WG	In progress	Each PWG knows what generator they are using, they have files with generated events and they know how many events they want	Hopefully there is some overlap between PWGs here
8	Full detector integration in simulation and reconstruction	18/6/21	Simulations WG	In progress	Each subdetector compiles without complaint and is placed in ECCE with no overlap	**Debugging predictions:** Clang will dislike something (unused variable or something), cppcheck will find something out of scope, some subdetectors will overlap in ECCE, a namespace could be defined twice and we get ambiguities
9	Update top-level submissions with PWG info	18/6/21	Cameron	Not started	Each simulation will have their own ASCII file with production parameters.	These lists will be a part of our productions repository that each site will clone. This way we can distribute the tasks without problems
10	Define production site tasks	21/6/21	Prod. Managers	Not started	Each site knows what their productions responsibilities are	We should understand the capabilities of each site, BNL and JLab are equal on storage and cores but maybe one site is locally faster due to other jobs running. Bates can likely run small scale production in the few million for subdetector exchanges (i.e. different calos)
11	Start 10M particle gun and/or SIDIS events	22/6/21	Prod. Managers	Not started	Particle gun gives a quick check of some performance (i.e. tracking), SIDIS gives us global acceptance and more tracks per event	**Purpose**: **Detector WG:** Can check subsytem response **Physics WG:** Can ensure all required information for physics analysis is written or stored in DSTs **Simulation and Computing WG:** We can find the 1-in-a-million crash conditions
12	Analyse 10M particle gun events and SIDIS events	25/6/21	Physics, Computing W	Not started	See "More information" for "Start 10M particle gun and/or SIDIS events" task	
13	Meet with PWGs regarding particle gun and SIDIS sim vali	29/6/21	Detector & Physics W(	Not started	See "More information" for "Start 10M particle gun and/or SIDIS events" task	
14	Physics Generation Campaign 1	31/6/21	Simulations WG	Not started	Full scale, production of Multi-100M event set	