

**Marketing department key results grading overview**

**objective**: Creation of Game and RL Agent.

**Data linking**

Use data linking to create

powerful,data-driven

visualizations by importing data

sets from Google Sheets,Excel

spreadsheets,and CSVs.

**Conditional formatting**

Conditional formatting offers a great

way to highlight important information

or visually alert you when something

needs attention.Learn how to use

Conditional formatting here.

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| 习 Share |

These are dynamic shapes!Select the bar and click to edit the data.



**KR 1 KR 2** KR 3 **KR 4 KR 5**

**vision:** Creation of the game called Origins that enables human vs AI playing mode.

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|  | | | **%progress** | **Grade** |
| **KR1** | **Game Design & Environment Development** | | 93 | 0.93 |
| KR 1 tasks | Successful creation of a 10x8 board using pygame and unity both   | 100 | 1.0 |
| Redesign the game pieces and game board on Unity | 100 | 1.0 |
| Develop movement logic based on the rules of the game and restricts invalid ones | 80 | 0.8 |
| **KR** **2** | **Reinforcement Learning Model** | | 39 | 0.39 |
| **KR** **2** **tasks** | Successfully designed state and observation spaces but reward function not integrated properly in the RL model | 67 | 0.67 |
| Implement a self-play framework where the AI agent can train against itself | 0 | 0 |
| Train the agent using Proximal Policy Optimization (PPO) to learn optimal strategies over time | 50 | 0.5 |
| **KR** **3** | **Environment Development, Testing and Evaluation** | | 86 | 0.86 |
| **KR** **3** **tasks** | Game created successfully on Pygame, but game logic not applied in Unity | 75 | 0.75 |
| Successful development of a custom gym environment for training the RL model | 100 | 1.0 |
| Successfully performed unit testing but 2 out of 12 test failed | 83 | 0.83 |
| **KR** **4** | **Game Logic Implementation** | | 93 | 0.93 |
| **KR** **4** **tasks** | Successfully implemented core game rules, including movement validation, turn management, and legality feedback | 100 | 1.0 |
| Developed piece interaction logic such as blocking, capturing, and special effects | 100 | 1.0 |
| Applied elemental affinity rules for interactions and capturing, and enforced movement rules for elemental but failed for male/female pieces | 80 | 0.8 |
| **KR** **5** | **AI Integration & Deployment** | | 33 | 0.33 |
| **KR** **5** **tasks** | AI does not play against itself | 0 | 0 |
| Failed to convert and load the trained model for unity | 0 | 0 |
| Successfully deployed the game on windows | 100 | 1.0 |