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| **CMP304 AI Part**  **Project Report (50%)**  **Title** |
| Instructions:  - This is a template that you should use to complete your assignment report.  - Please read the assessment brief document before attempting this.  - The gray text is meant as guidelines. You are to replace it with your own.  - You may add subtitles as you see fit.  - Delete this instructions part and any gray text before submission.  - After you complete this report, save it as a pdf, and submit it along with the compressed folder of your application. |
| **by: Daryl Grant 1702875** |

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| **1. Introduction (5%)** |
| Relevant overview properly setting the context of the project.  For my project I choose to make both a Racing Car application as well as a Fuzzy Interface System to use with the application. The application will show a car following a controllable “racing line” using fuzzy logic and then be compared to another AI method controlling the car, which in this case will be a rule based system.  The fuzzy inference system will be designed in MATLAB and then implemented into the application using the Fuzzy-Logic-Sharp library from <https://github.com/davidgrupp/Fuzzy-Logic-Sharp>.  The application will show 2 separate race cars, one controlled by fuzzy logic and one controlled by the rule based system, on the same track following one line. |
| **2. Methodology (15%)** |
| Description of the steps followed and methods used including a complete explanation and rationale for the techniques and features chosen. You should also acknowledge the data and tools you used. |
| **3. Results (10%)** |
| Comment on the performance of your application, including test cases. Tabulate and discuss your results. A quantitative measure of performance must be presented. |
| **4. Conclusion (10%)** |
| Full analysis and summary of the project. |
| **5. References (5%)** |
| A number of references properly cited in Cite Them Right Harvard style. |

Structure, style, formatting, spelling, grammar, coherence (5%)