AI Group Meeting

Meeting Minutes

# March 9, 2021

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| Present: | Aaron Duggan, Conor Heffernan, Conor McNally, Owen Burke, Thomas Kelly |
| Next meeting: | Undecided – waiting on feedback from email |
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## Announcements

* No Announcements

## Discussion

* General topic of meeting was just to brainstorm possible topics to examine for the group project
* We settled on the game space as that seems to be an area where there is plenty of information online and a decent number of pre-built environments available as well as plenty of opportunities to implement different algorithms.
* We considered checkers, minesweeper, chess, snake
* Also looked at Car racing (<https://www.youtube.com/watch?v=r428O_CMcpI>)
* Aaron noticed a fair few of the openAI Atari environments have RGB images as their state spaces, so we decided to avoid those and stick to grid based games.
* We settled on snake as it seems there is sufficient code/info available online to complete the project.
* Initially, we are planning to look at DFS, A\*, Deep Q-Learning & Genetic algorithms, but we will first seek advice/feedback from Prof. Dusparic and then have another meeting to discuss the next steps.

## Roundtable

* All : Wait for response to email and schedule another meeting after to discuss the next steps
* Conor McNally : Conor mentioned previously looking at genetic algorithms and offered to give them a very quick look in relation to snake