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| **PRCO304: Highlight Report** |
| **Name:** Charlie Creech |
| **Date**: 16/02/2017 |
| **Review of work undertaken:**I have found a few viable open source simulators (almost game engines) that can be taken apart and reworked so that they can be used for my project. As these simulators are open source and haven’t been updated in years, they require work to get them to compile with modern versions of APIs. Some of this work has been done but was not completed.  One of the open source car simulators is 3D, which is the one I’d ideally like to get working – as it would result in a more visually impressive final product than a top-down 2D simulation. |
| **Plan of work for the next week:**Get one of the simulators (ideally the more impressive 3D one) working and begin taking it apart for my own specific use.  Once this important stage of development is complete, I see no reason why work can’t be started on developing a neural network controller and implementing it into the simulation. This would put me ahead of my initial schedule by a good amount. But all this isn’t until after this week’s work is complete (which *might* take longer than expected currently). |
| **Date(s) of supervisory meeting(s) since last Highlight:** 16/02/2017 |
| **Notes from supervisory meeting(s) held since last Highlight:**Discussed in the meeting was essentially what was said in the *‘Plan of work for next week’* section. The next scheduled meeting is on Monday 27th (10 days from writing this report) as the work described above is likely to take a long time, without any interesting things to report until that work is finished. |
| **Stage review***:* N/A |