|  |
| --- |
| **PRCO304: Highlight Report** |
| **Name:** Charlie Creech |
| **Date**: 09/03/2017 |
| **Review of work undertaken***:* The simulator that uses the Box2D physics engine was found to not be suitable. However, I have started to use the Box2D engine to develop my own simple simulator. Currently I am following online tutorials to learn the engine and develop a simple top-down car driving simulator. Doesn’t appear to be too hard to do. Also, the engine provides ways detect collisions and other things that can be useful in fitness based learning algorithms. 30 hours of work has been completed, although about 20 hours of that was spent on the already-made simulator and trying to get it to function properly. |
| **Plan of work for the next week***: Have the simulator up and ready for Neural network controller implementation. I’ll need assistance getting started with neural networks in C++.* |
| **Date(s) of supervisory meeting(s) since last Highlight:** No meeting this week |
| **Notes from supervisory meeting(s) held since last Highlight**: N/A |
| **Stage:** N/A |