

CS 4600: Senior Project

Progress Checkpoint 4 Agenda

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Project: Stardew Valley Mod Agent

1. Progress Update

- **Mod Integration:**

- Assembling all completed components into a single, cohesive mod.
- Ensuring the features function correctly once they are all put together.

- **Functionality Testing:**

- Running tests to confirm that all modules interact properly.
- Identifying bugs and making necessary adjustments.

- **Optimization Considerations:**

- Evaluating performance on different systems to improve compatibility (This one I think will be complicated).
- Planning refinements to enhance efficiency and usability.

2. Challenges and Considerations

- No major roadblocks at the moment, but I feel that the current implementation is not the best.
- Concerned about making the mod more stable and efficient for other computers.
- I expect significant effort in refining and optimizing the mod.

3. Milestone Adjustments

I originally planned to add advanced question-handling, like using tree search or similar algorithms for complex questions (e.g., “What crops maximize profit by the end of the season?”), and improving input/output for better player interaction. But since switching to Ollama, my approach has changed a bit. I think I’m a little behind on my original milestones, but overall, I’m still on track and making faster progress now.

4. Questions for Instructor

- Any recommendations for optimizing performance with the answers?