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| Week Starting: | 01/02/2020 TO 07/02/2020 |
| Student Name: | Emmett Byrne |

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| **Description of work completed since previous meeting**  Notes : Also record project backlog, use notes page as required |
| Connected the neural work to the game; the model is now being trained but it rarely reaches the goal.  Tweaking the reward function to try and improve the number of times it reaches the goal. |

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| **Tasks to be completed this week**  Notes: record any additional tasks on notes page as required. |
| |  |  | | --- | --- | | **1** | **Tweak the reward function and/or the maze generation parameters so that the agent reaches the end goal more often. Start with a green plain and progressively make it more difficult.** | | **2** | (Stretch goal) Capture metrics and generate charts: One parameter to control the “difficulty” of the maze; second parameter is time to train. Can we measure and chart the two? | | **3** | (Stretch goal) Make your maze implement the AI Gym Env interface: any other agent could then try to tackle the maze | | **4** |  | | **5** |  | | **6** |  | |

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| Supervisor Comments |
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|  | **Student** |
| **Signature** |  |
| **Date** |  |

**Additional notes:**