To start, I enjoyed this project. It is my fault that I fouled up my time management so badly on this one. But of what I was able to accomplish, I’m proud of and glad of the progress I made. Motivation wise I needed to rearrange priorities to succeed on this project. But the past is the past and all we can do is learn and move on.

Some objectives I wanted to accomplish were to have a fully operational neural network and be able to switch functions at will. I wanted to be able to feed it some properties of my character’s situation and have it respond correctly whether or not it had been specifically trained for it.

My program is set up as a single class. And I know for readability’s sake it’s better to use multiple classes, but I felt like for this I could get away with just using multiple methods within the same class. In class we talked about the functions used to accomplish a neural network, and I broke each part of these functions into small for loops and carried the data in arrays. Looking back, I’m sure there’s a better way to do it, but it does get the job done regardless. It follows the classic flow of a neural network; you input data with some weights, the inputs are multiplied by the weights and added together, then operated on by some function. The program follows the rest of that flow.

My results display every step of the way to show what is going on under the hood.