Enhancement 2 Narrative

This artifact is known as the Treasure Hunt Game from the CS 370 Current/Emerging Trends class here at SNHU. It is a machine learning project that had us implement a Deep-Q Learning process to train an agent known as pirate to solve a maze as efficiently as possible.  
 I selected this artifact for my ePortfolio because AI and machine learning is becoming increasingly prevalent as time goes on. That’s why I thought it would be a valuable addition to a ePortfolio. The reason I chose this specific artifact for all three of my enhancements was because there is a lot of room for change, improvement, and learning. For this enhancement, I successfully changed the Machine Learning library from the Keres Python version to a custom in-built class. And, unlike the first enhancement, the project can now run and actually display its progress as it trains. However, I will admit, it is very slow. What I’ve made to replace a dedicated open-source machine learning library is not exactly up to their standard. But it works. And the experience of creating it is invaluable as it gave me greater insight into just how machine learning in general takes place. Additionally, overall, I still believe this is a worthy enhancement because being able to make your own machine learning algorithm is a display of knowledge and trial and error. Something that I believe is valuable in a professional setting.  
 In conclusion, the enhancement I made here is slightly different from what I originally planned, but I think this one is a worthy addition. And, overall, I believe I met the course outcomes I planned for this enhancement. But, just like the previous enhancement, the difficulty surprised me. The biggest challenge for me was trying to originally get other machine libraries to work but meeting nothing but constant trials and failure. Therefore, I decided to try and challenge myself by implementing my own.