The work I did for the project was to create deep Q-learning using neural networks for this game, a neural network model is created with input and output layers representing the maze size and number of actions, respectively. The model is trained using a combination of Q-learning and a replay memory buffer. During training, the agent explores the environment and stores experiences in the replay memory. Periodically, batches of experiences are sampled to train the neural network by minimizing the mean squared error between predicted and target Q-values. The trained model enables the agent to make informed decisions on actions based on estimated Q-values, leading to effective pathfinding towards the treasure in the maze. I was given all of the other portions to this program including the make up of the maze and decision weighting. Computer scientists take real world problems and assign mathematical models to the scenario with equations and add weighting to and from different decisions that can be made to apply logic to the issue. I approach problems as a compute scientist by trying to find the simplest solution possible to accomplish the goals of the scenario. My ethical responsibilities to the end user is to ensure that they are not providing any hidden areas that do things that are not advertised, like using a portion of the program to collect any information on them that they are not aware of. To the organization it is to make sure I accomplish all of their goals requested in the most ethical ways possible and does not leave them open to litigation from unknown areas.