**Discussion**

Unity Project Version 2021.2.16

{Phase 1 cont.…}

\*UnityEngine.AI 🡪 Nav Mesh\*

* Render/Generate World via Gaia ML world toolkit after importing the package (if the environment does not include it. (ipfs://QmQcE7KR33zBxXH1yM7SV8Pd4JGBFEc3ERzJLhJdNV2MEV) >GaiaML)
* Bake Environment after the state machine targets have been created inside the interactable smart objects game object/ Target Variables and increase the number of targets & destinations for agents to reach.
* Phase 1 completion will allow Crow-ML to interact with the environment without the need for user input *\*3rd person controller\**

{Phase2}

* Gaia ML has various targets for training Crow-Agent i.e., going across a hill, traveling bumpy terrain, going upstairs, and various massive training environments for learning different locations.

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* Agent can have different Actions while traveling to different states. ‘Jumping more than normal for training in the environment.
* Speed will increase drastically while training with a noticeable difference from Phase 1.
* Trains Crow-Agent to output an ONNX model to use in various avatars.
* updates ONNX model \*especially when more information / Target destinations appear\*
* Crow-Agent will be the Official Agent to train the network for various targets rendered in Gaia-ML Procedural Worlds environments via interactable smart objects scripts.
* walking, jumping, and sprinting is more sporadic... needs to be more human-like in action. Not jumping at a rave lol,. But this is a positive sign for the agent interacting with its neural network in the environment, so I am happy.
* [Configuration](https://github.com/Labyrinthine-Unreal/crow_training_results/blob/main/Walker21-Rock_test/configuration.yaml): Crow Agent Parameters
* [Crow-Agent](https://github.com/Labyrinthine-Unreal/crow_training_results/blob/main/Walker21-Rock_test/Walker.onnx) ONNX
* [Timers](https://github.com/Labyrinthine-Unreal/crow_training_results/blob/main/Walker21-Rock_test/run_logs/timers.json): AI training status
* [Rewards](https://github.com/Labyrinthine-Unreal/crow_training_results/blob/main/Walker21-Rock_test/run_logs/training_status.json): Agent Rewards \*this model is public for no results from rewards\*
* [Proof of Train](https://github.com/Labyrinthine-Unreal/crow_training_results/tree/main/Walker21-Rock_test/Walker): Checkpoints from Agent->Environment interactions
* ToDo: Add animations for smart object interactions/ OpenAI Chat