

**Name:** Marcel Pratikto

**Project Title:** AI Gamer

**Team Members:**

- 1. Marcel Pratikto

**Overall Status:**

Progress

80%







**Number of hours worked since last update:** 11

**Number of hours worked on the project thus far:** 110

**Total number of hours anticipated for completion:** 130

**Accomplishments:**

I spent a long time creating multiple different datasets that covers different game modes and different training styles.

Name	Date modified	Type	Size
 model_og1.pkl	7/3/2024 10:42 PM	PKL File	2,760 KB
 model_og2.pkl	6/26/2024 10:20 PM	PKL File	6,832 KB
 model_og3.pkl	7/4/2024 4:44 PM	PKL File	9,682 KB
 sample_og1	7/3/2024 10:40 PM	Microsoft Excel C...	52 KB
 sample_og2	6/29/2024 8:03 PM	Microsoft Excel C...	654 KB
 sample_og3	7/4/2024 4:41 PM	Microsoft Excel C...	130 KB

**Challenges:**

- The AI still behaves in a very basic way. I will have to keep training the dataset in order to make it "smarter" or figure out a different way to train it.

**Plans / Goals for next week:**

- 1. Present my SPED Talk
- 2. More dataset training.

**Accountability plan: (What is your plan to keep yourself honest and follow through with the goals that you have outlined?)**

I will have my roommate make sure that I work on this at least 2 hours per day when I am not busy working on my other classes

**Other comments:**

N/A

