

Name: Marcel Pratikto

Project Title: AI Gamer

Team Members:

1. Marcel Pratikto

Overall Status:

Progress90%

Number of hours worked since last update: 10

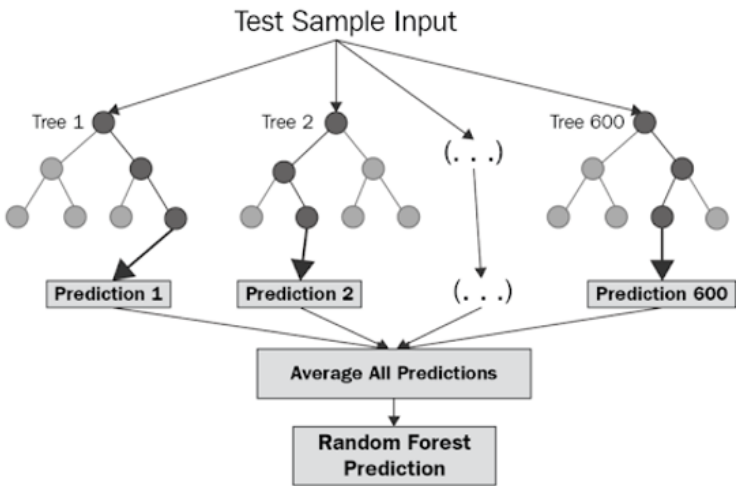
Number of hours worked on the project thus far: 120

Total number of hours anticipated for completion: 130

Accomplishments:

Most of the time this week was spent for the completion of my SPED Talk. I did, however, gained some useful insight from it. Although my data analysis showed that the Random Forest Regression Classifier would be faster at computing an output for my AI, the reality is I never got it to be able to act how I wanted it to act. After doing some research on different ML classifiers for my SPED Talk, I found out the reason why.

RANDOM FOREST

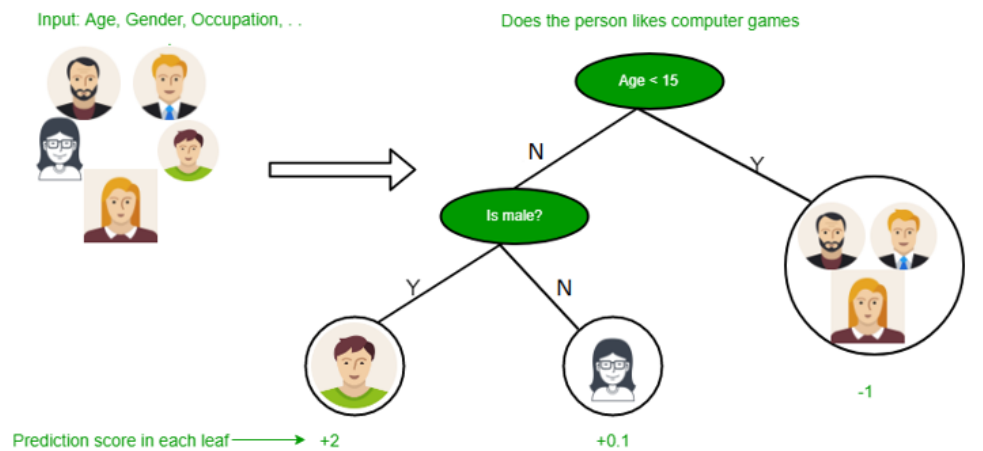


<https://corporatefinanceinstitute.com/resources/data-science/random-forest/>



Random Forest Regression Classifier takes the averages of all the different input trees. So even if a ball was right in front of the AI in Rocket League, the AI would never drive straight forward to hit the ball.

DECISION TREE



<https://www.geeksforgeeks.org/decision-tree-introduction-example/>



So I switched over to my Decision Tree Model, and it seems to be doing better.

Challenges:

- I will have to keep training the dataset.

Plans / Goals for next week:

1. Present my senior project.

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