

Name: Marcel Pratikto

Project Title: AI Gamer

Team Members:

- 1. Marcel Pratikto

Overall Status:

Progress

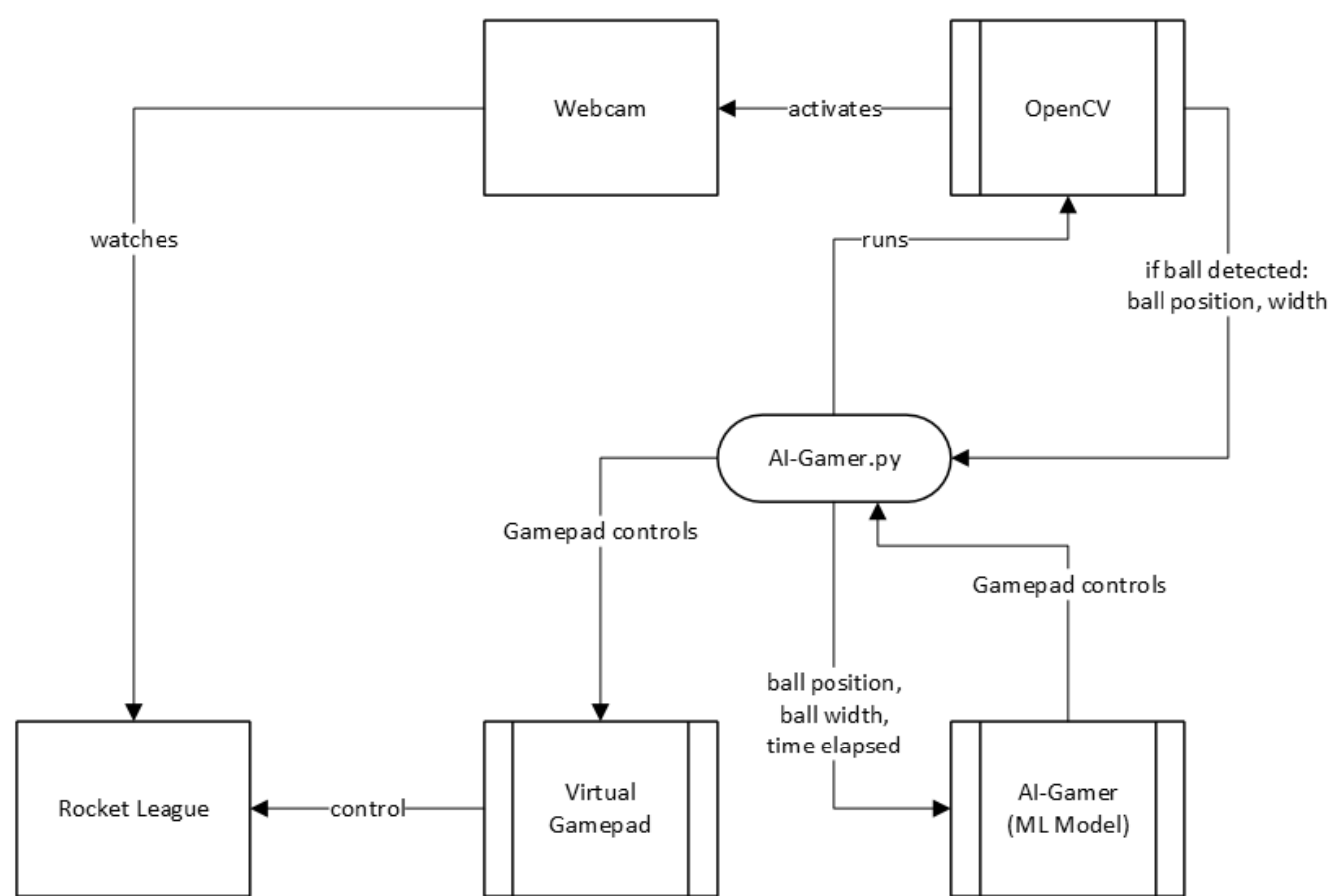
45%

Number of hours worked since last update: 9

Number of hours worked on the project thus far: 72

Total number of hours anticipated for completion: 130

Accomplishments:



I know that the screenshot above doesn't do any justice, but I was able to accomplish the following:

- Complete the Requirements document
- Refine the AI-Gamer data processing
- Build up the dataset for ML model training

Challenges:

- Training the dataset is taking a long time, there is no shortcut to train the data to emulate my playstyle in Rocket League.

- I can now end the program through a button on the gamepad instead of switching programs. This allows for a better conservation of data to be stored on the dataset.
- The dataset is time sensitive.

Plans / Goals for next week:

1. Continue recording my gameplays into the csv file.
2. Start figuring out how to create and train a Multi-Output Regressor Machine Learning model.

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