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. 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