Descrierea proiectului

Proiectul se concentreaza pe implementarea celebrului joc "Mario", aducand in scena un Al capabil sa invete si sa progreseze in joc pentru a-l completa. Utilizatorul va avea oportunitatea de a se bucura de experienta de a juca nivelele pe cont propriu, dar si de a urmari cum Al-ul invata si evolueaza in rezolvarea acestora. Atat jucatorul, cat si Al-ul, vor avansa prin nivele, avand optiunea de a salva progresul in orice moment.

User Stories

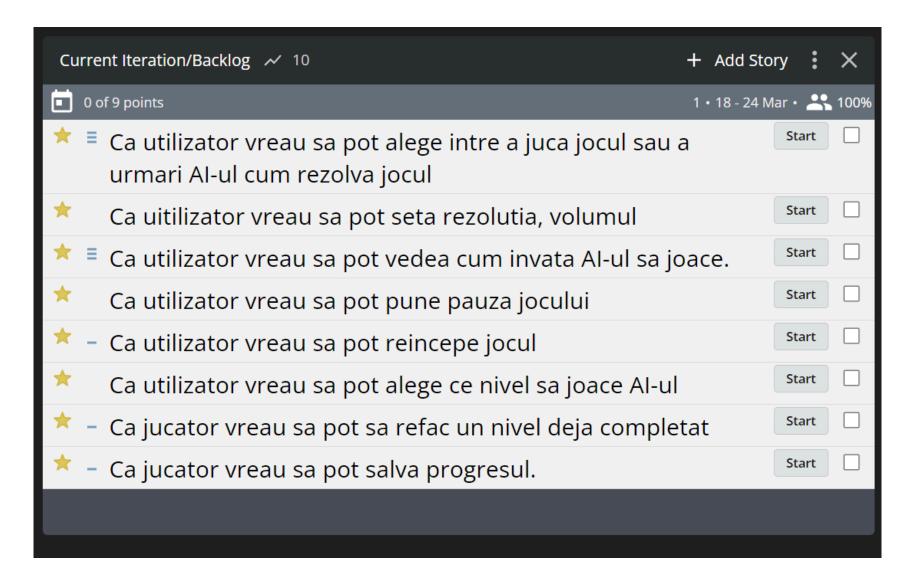


Diagrama Gantt

Task	Sapt 3	Sapt 4	Sapt 5	Sapt 6	Sapt 7	Sapt 8	Sapt 9	Sapt 10	Sapt 11	Sapt 12	Sapt 13
User stories & workflow diagram								-			
Images, Input, & Collisions											
Player, Tiles, & Physics											
Animations											
Level Editor											
Power-Ups											
Enemies											
Level Transitions											
Audio											
Create executable											
Implement agent to control game											
Create and train neural network											
Documentation											
Final touches to the project											

	A
1	Task
2	User stories & workflow diagram
3	Images, Input, & Collisions
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5	Animations
6	Level Editor
7	Power-Ups
8	Enemies
9	Level Transitions
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14	Documentation
15	Final touches to the project

Diagrama Workflow

