

# Backlog

GUX interface  
Framework


Backend  
API  
input output system from the AI model to a simulation environment  
GPU Ai  
pipelines  
Git actions for pipeline

Simulation environment  
objects for AI models  
some way to pass data/models to and from simulation - API  
Basic GUI for simulation testing purposes (white square actor in a void)  
A way to debug/change variables in a simulated environment - Configuration  
some sort of evaluation of fitness

Implementation of Simulation  
pygame simulation  
2d  
ability to run multiple simulations back to back (parallel would be optimal maybe requirement)

Neuroevolution Implementation  
ability to add new algorithms later  
set up initial NEAT algorithm

Testing  
comparison of NE models and normal model (neural net)  
comparisons of differing NE models

 [Deploying with GitHub Actions - GitHub Docs](#)