NES-NN - Iteration Plan 2

Key milestones

Milestone	Date
Iteration 2 start	1/04/18
Iteration 2 end	15/04/18

Iteration Plan Overview

This iteration we look at extending the NEAT NES implementation with other Learning algorithms. The SharpNEAT library allows for other training params that we haven't tried, so we will start with those. Some issues with the SharpNeat library, for example: XML config, may be improved with a Winforms UI. As with all our Iteration plans, Jims review will give us an opportunity to fine tune it on Wednesday.

Work Item Assignments

Work Item ID	Outcome	State	Assigned to (name)	Estimated Hours	Hours worked	Estimate of hours remaining
0.0	Update Wiki	Complete	Team	1	1	0
1.1	Extract and test logic for pulling inputs from RAM	Pending	Josh	4	0	4
1.2	Investigate saving and loading NN for resuming training	Pending	Team	1	0	1
1.3	Extract NEAT training logic into CLI based system	Pending	Loic	4	0	4
1.4	Synchronise the NEAT Player loop with the Emulator loop	Pending	Loic	2	0	2
1.5	General code cleanup with best practices	Pending	Team	10	0	10
1.6	Investigate ways to speed up training	Pending	Jasim	4	0	4
2.0	Add fully-functional UI for visualising training	Pending	Team	14	0	14
2.1	Implement training method selector	Pending	Team	3	0	3
2.2	Implement resuming a training session	Pending	Team	4	0	4
3.0	Make sure that LCOM 1 requirements are addressed	Pending	Team	8	0	8
3.1	Research the current state of the field, interesting questions	Ongoing	Team	3	0	3
3.2	Formalise project vision as attempting to answer interesting question/s.	Pending	Team	2	0	2
4.0	Update Wiki	Pending	Jasim	0.5	0	0.5