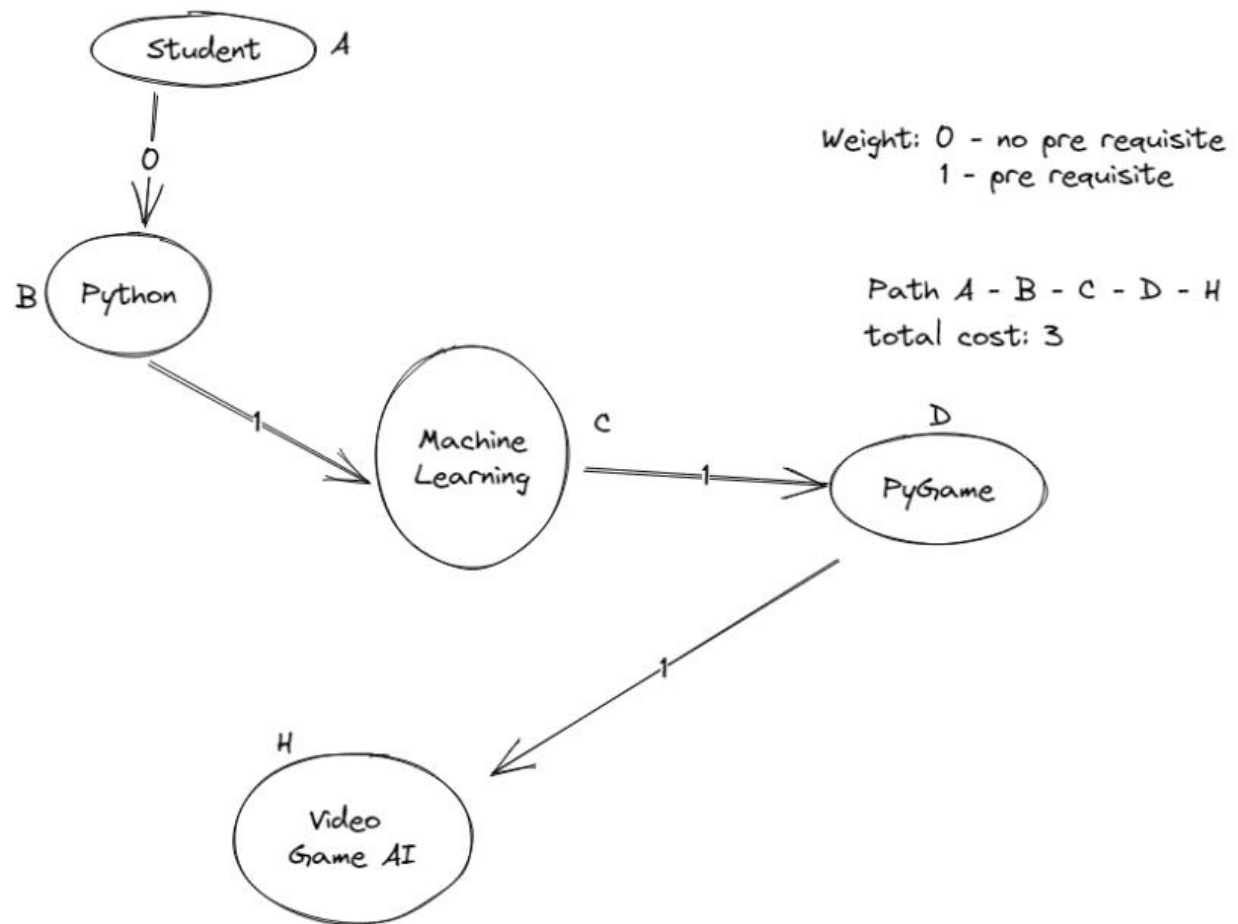
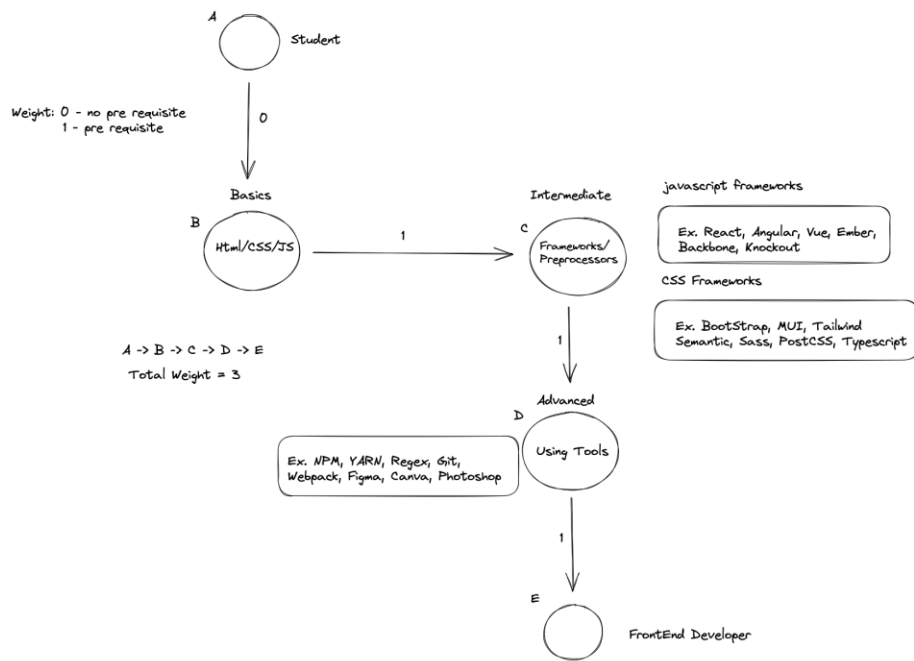


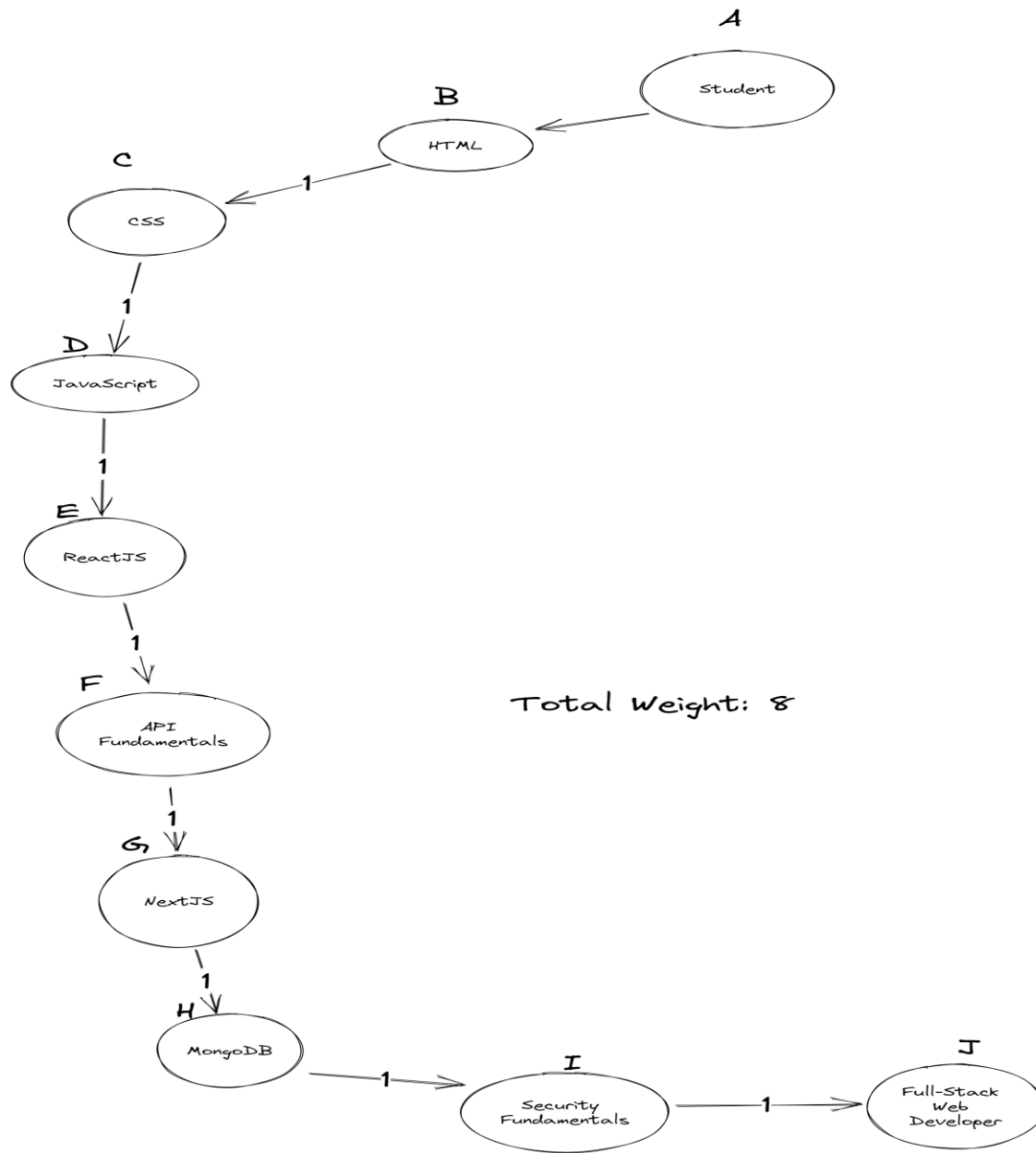
Steven Uhm – VIDEO GAME AI



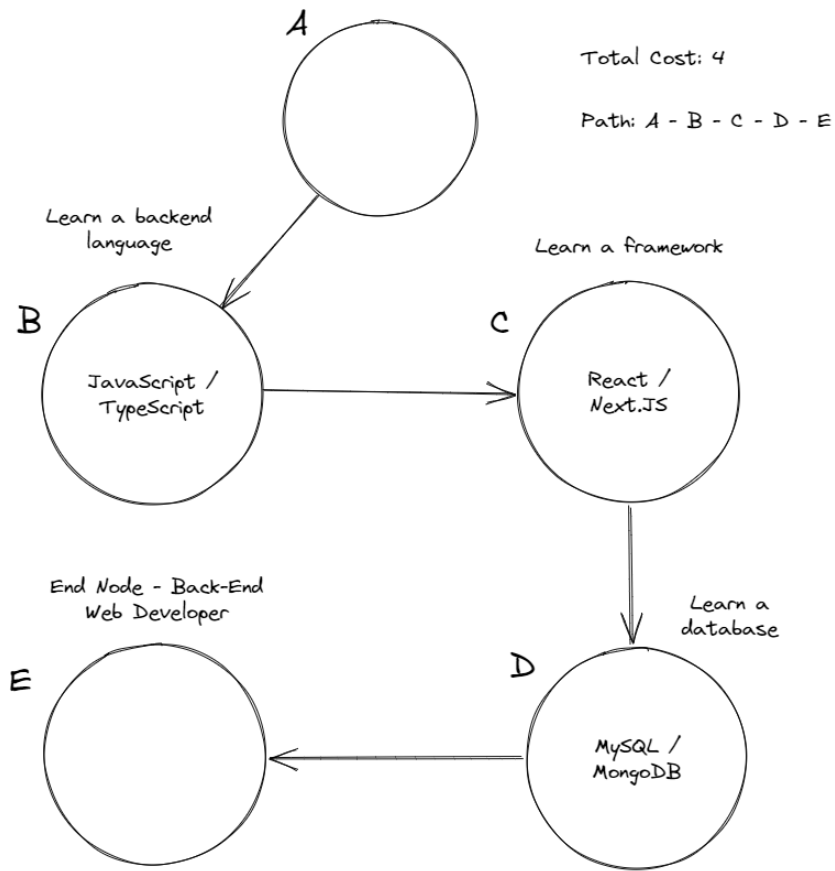
Ryan Urbien – Front End Developer



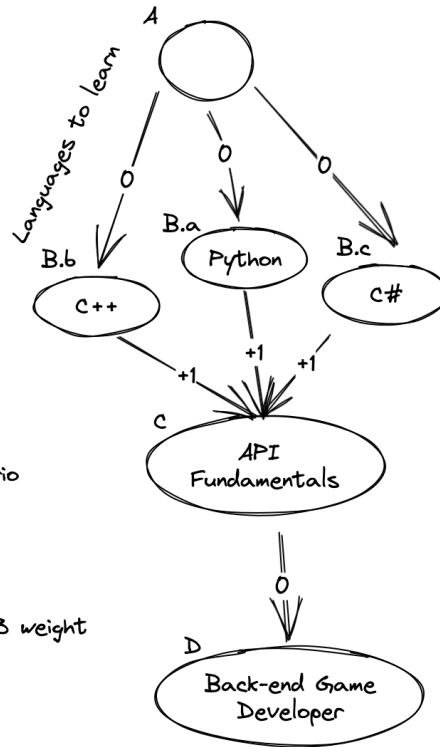
Emil Sangil – Full Stack Web Developer



Lorenz Castillo – Back-End Web Developer



Alejandro Martin – Back-end Game Developer



Experience can range from 1-3 points
 Points required differs per Company Scenario

True route:
 Route $A \rightarrow B.a + B.b + B.c \rightarrow C \rightarrow D = 3$ weight

QUESTIONS

ManagerSteven 1. Skill learning graph

ManagerSteven 2. Directed, fixed cost

ManagerSteven 3. Nodes represent skills, the connections are the requirements for skills

ManagerSteven 4. the data can be collected from student user input ie. preferences

ManagerSteven 5. the specific feature will be for students being able to find their skill path to getting to a skill career end point

ManagerSteven it will use the graph to find the skills

ManagerSteven for students