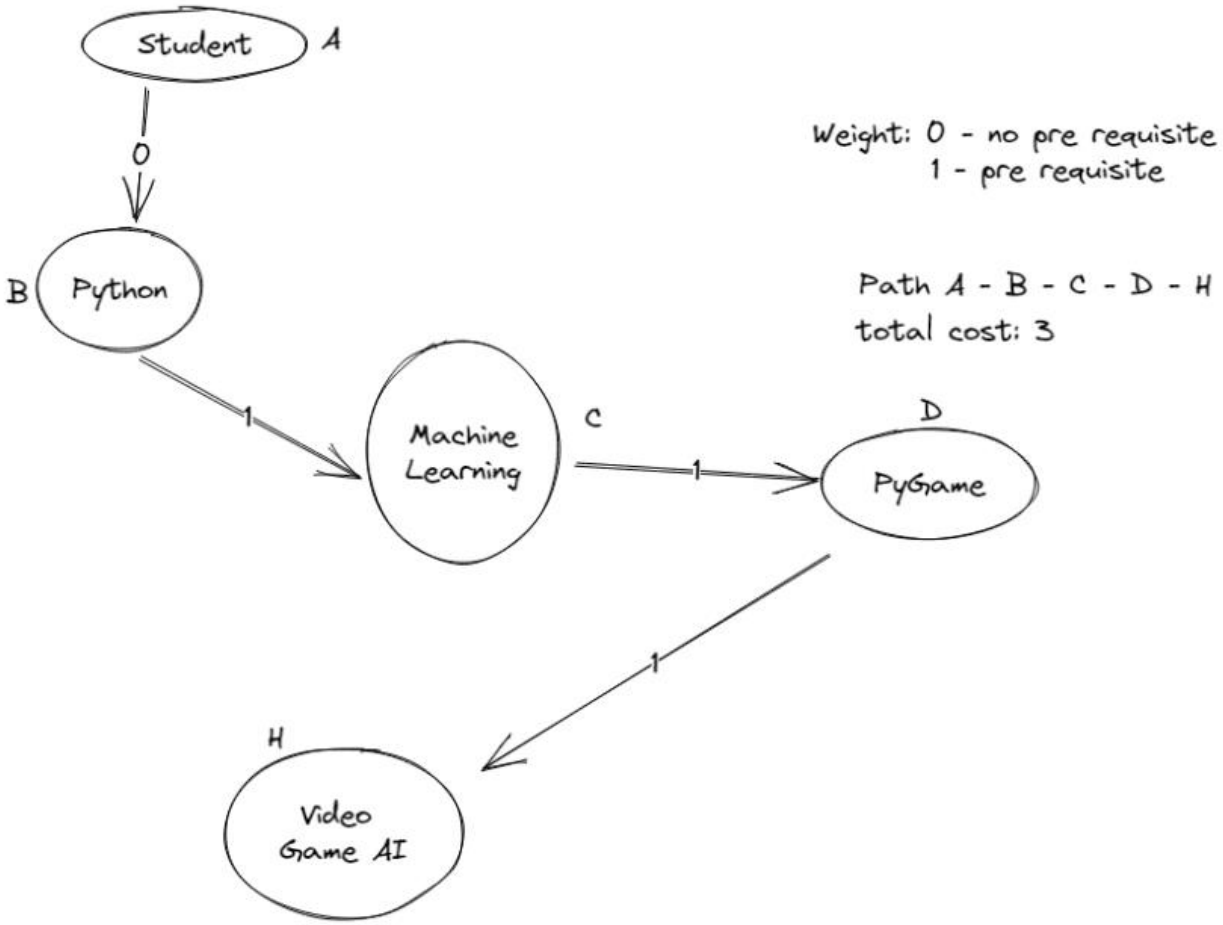
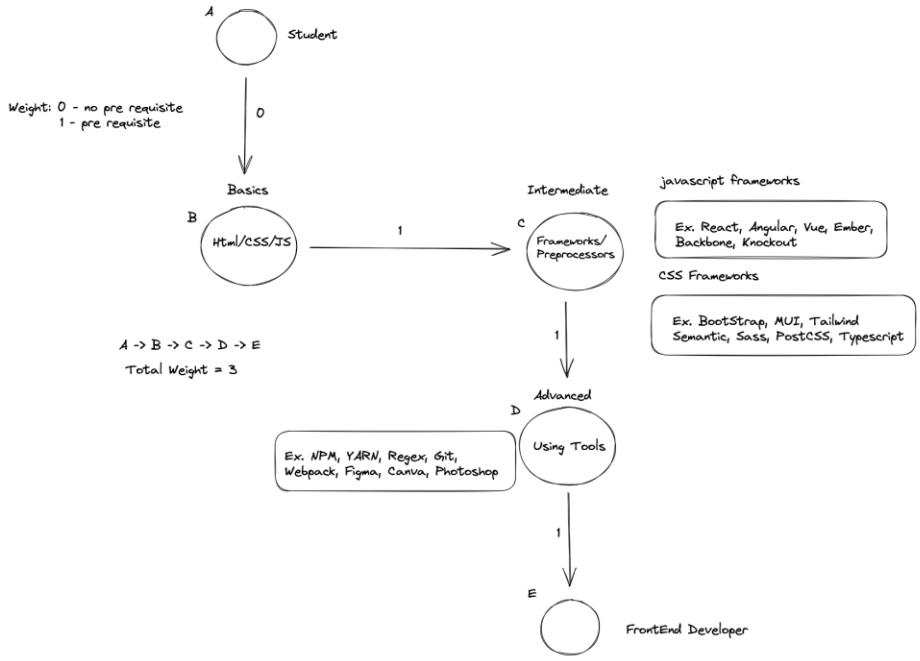
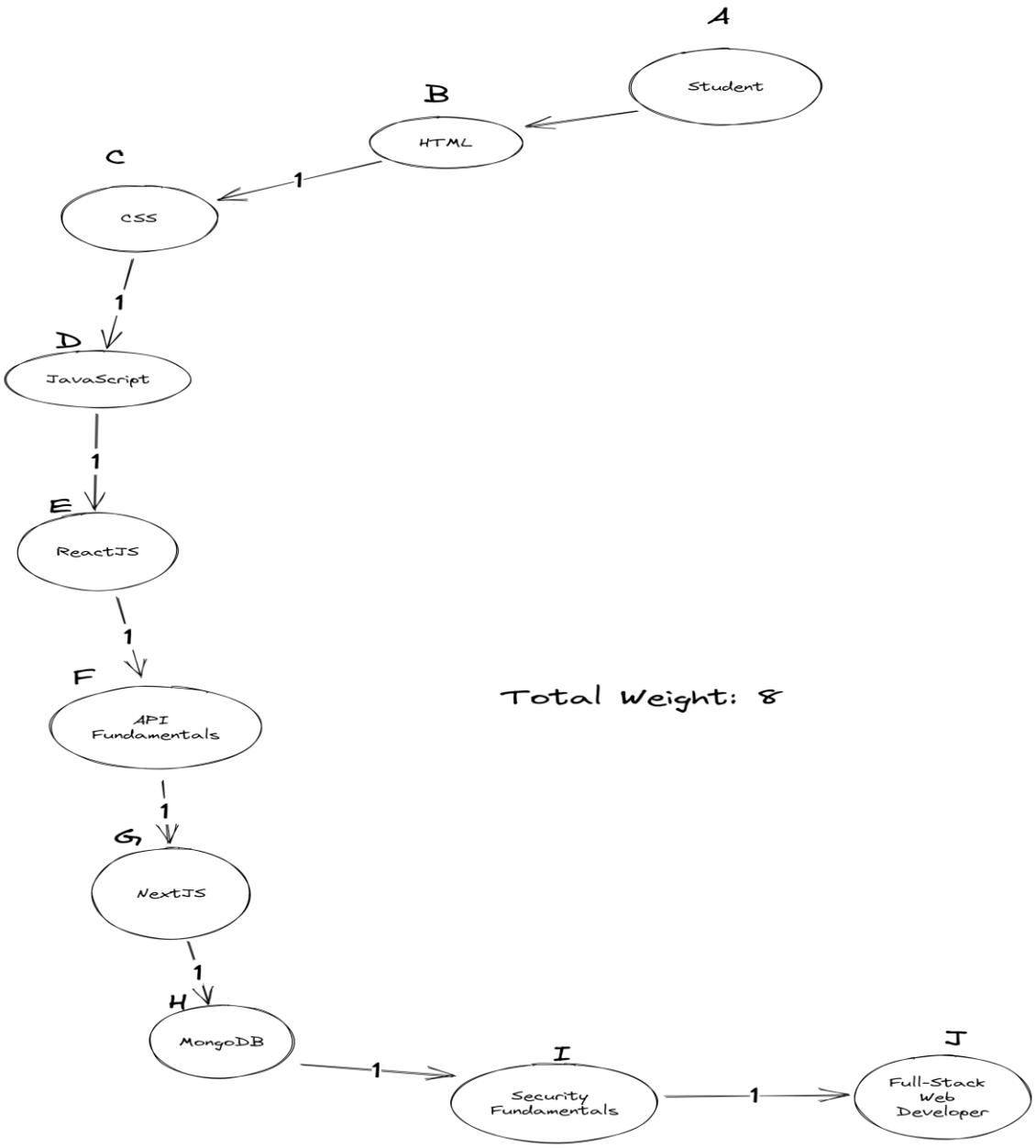
**Steven Uhm – VIDEO GAME AI**



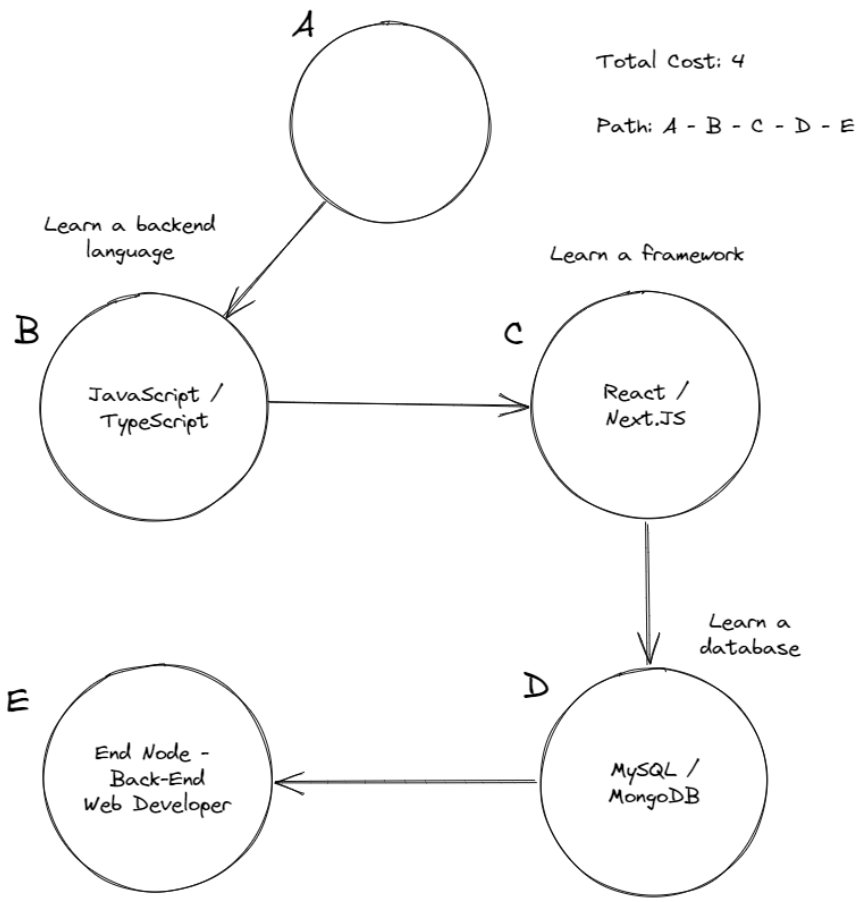

**Ryan Urbien – Front End Developer**



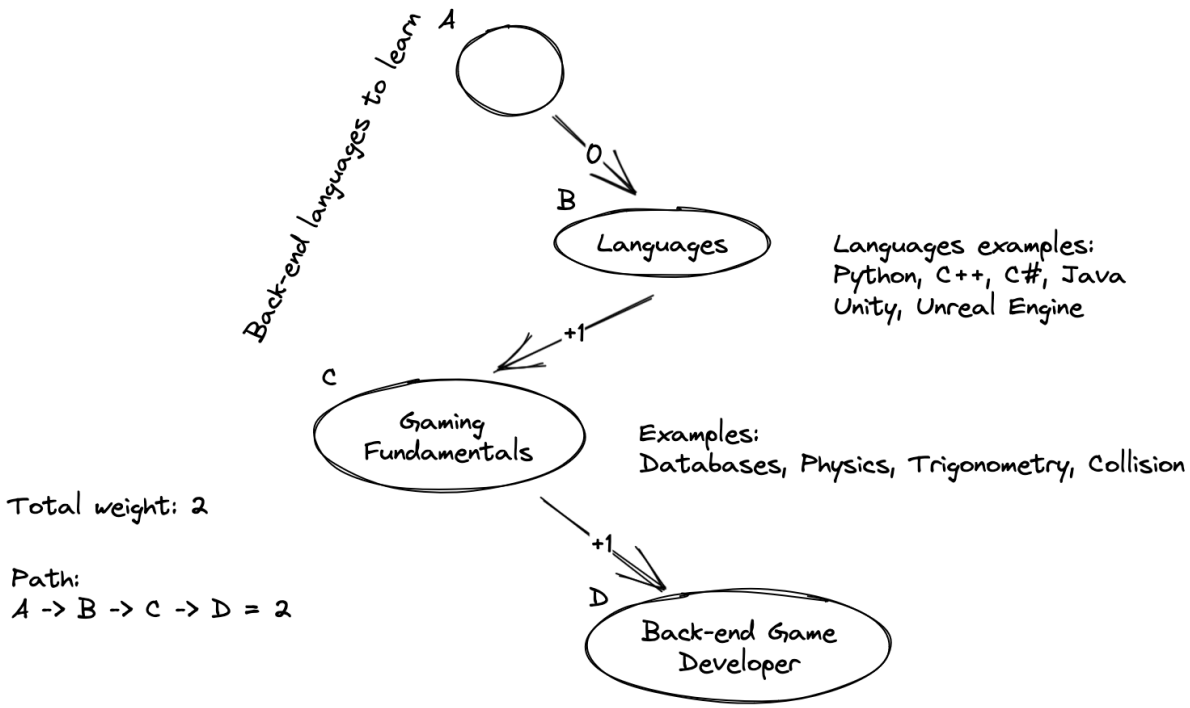

**Emil Sangil – Full Stack Web Developer**




**Lorenz Castillo – Back-End Web Developer**




**Alejandro Martin – Back-end Game Developer**




**QUESTIONS**

1. Skill learning graph

2. Directed, fixed cost

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

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

5. The specific feature will be for students being able to find their skill path to getting to a skill career end point. It will use the graph to find the skills for students