**ARTIFICIAL INTELLIGENCE PROJECT**

**GROUP PARTNERS:**

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**Project details:**

We have basically collected the dataset by importing the keyboard library and after manually running the car. The data of the arrow keys is stored by updating the variable to 1 whenever it’s pressed and setting it back to 0 if not pressed.Therefore, after every second the data is updated and then appended to the list of its respective variable.The data is then loaded into the csv named as “dataset.csv”.

We have used Keras and Tensorflow libraries (NN) to train the dataset.Based on the data of the arrow keys and the features ,we have predicted the pattern of it being pressed throughout the game.

**Issues:**

1)Data was not loading correctly out of the csv file generated.

2)Car failed to be automatically driven.