Implementation of a robot behaviour learning simulator

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Last Week's recap

In our last meeting,

- I demonstrated the monte-carlo algorithm in a Gazebo world, i.e a room in our case.
- I was given the task of learning a GUI development environment for the robot's simulation.
- I had to develop a bag file, which I presented but it was not useful in our machine learning case.

Work for the next week

- Learning a GUI development kit, which I chose to be JavaFX at this point of time.
- Learning Blender and making a 3D model of the environment.
- Trying to generate the log-file.

Thank you so much for your time.