Project Title

Cutting Edge Reinforcement Learning

Model Implementation on Autonomous Rover

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***Please note that there are many figures that you have to draw. I have only included two.***

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# INTRODUCTION

## PURPOSE

## PRODUCT SCOPE

Table 1: Terms used in this document and their description

|  |  |
| --- | --- |
| Name | Description |
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## OVERVIEW

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# THE OVERALL DESCRIPTION

The description of the proposed system is given below. This description defines the product in different directions.

## 2.1. PRODUCT PERSPECTIVE

# WORK BREAKDOWN STRUCTURE

Figure 1 Work Breakdown Structure

# Design

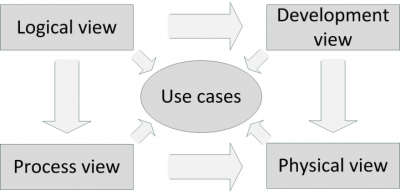
## ARCHITECTURAL DESIGN

## Why we choose ????? Architecture Design?

## MODULE IDENTIFICATION

# 4+1 ARCHITECTURE VIEW MODEL

In this section, you draw the architecture using the views defined in the “4+1” model.



5 4+1 Architecture View

## Use Case View

This is a list of use-cases that represent major functionality of the final system:

## Logical View:

## Development View

## Process View

## Physical View

## User Interface Design