**Abby, Alex, Josh**

**1. For our project we will be making a car simulator that will make cars based on a genetic algorithm for finding its way through a randomly generated map. The things that we were looking at changing for the cars is, how far they can see around them, engine size (so how fast they can go) and tire differences (how easy it is for them to turn.) There will be several cars that will run at a time, and if they all crash it will look at the car that makes it the farthest as the best and move to next generation and try to get a car that can make it through. If multiple cars make it to the finish, it will then take the fastest as the best.**

**2. Goal 1 – make game playable by human controls. So car can move with controls and crashing into walls work.**

**Goal 2 – Cars can drive themselves.**

**Goal 3 – Cars have the different parts, how fast it can go, how easy it can turn, how far it can see.**

**Goal 4 – implement genetic algorithm that can change the 3 parts to find the best car.**

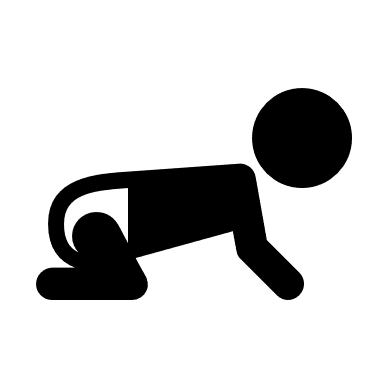
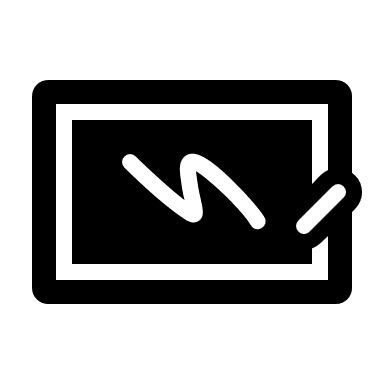
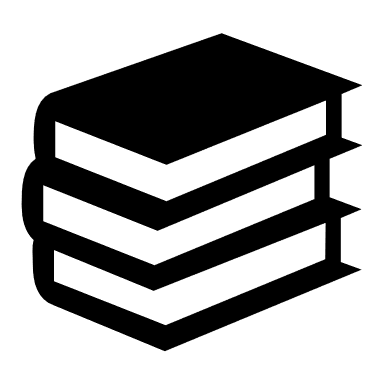
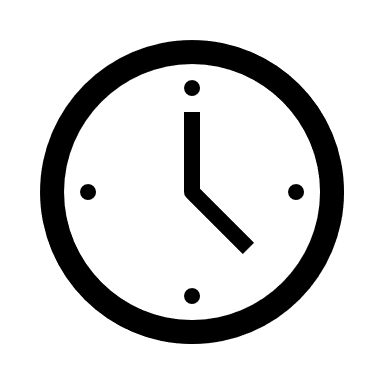
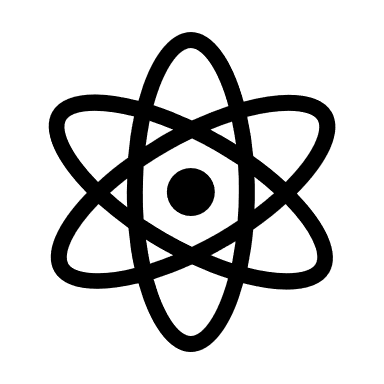
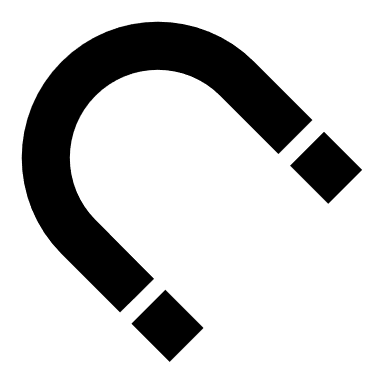
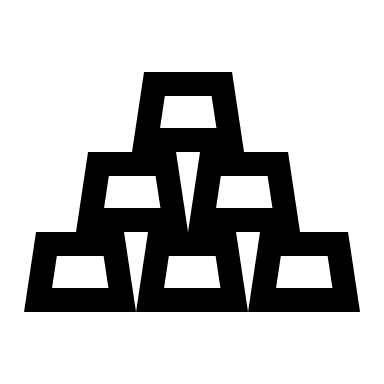
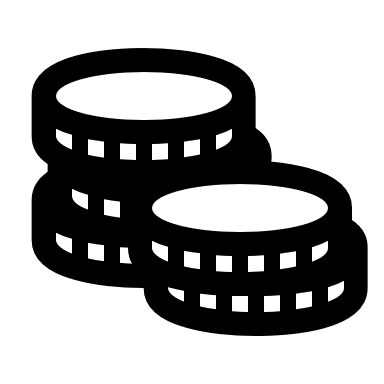
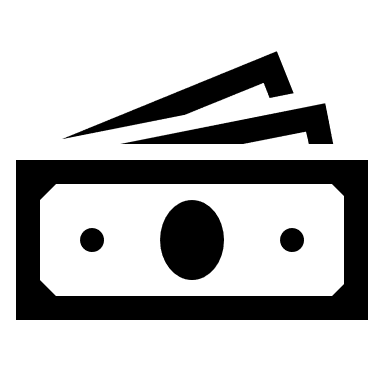
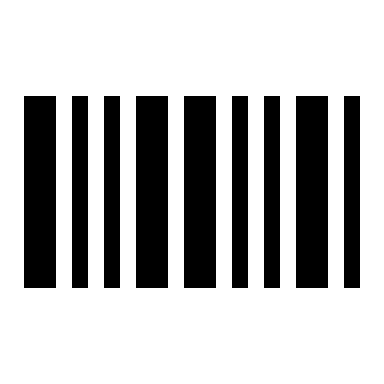
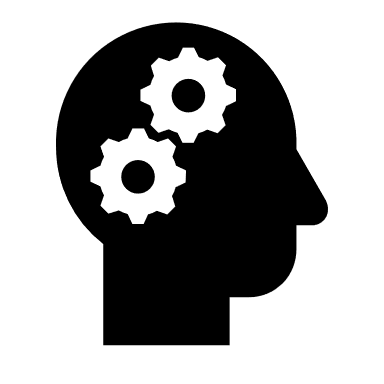
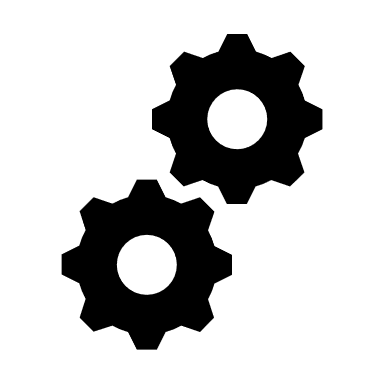
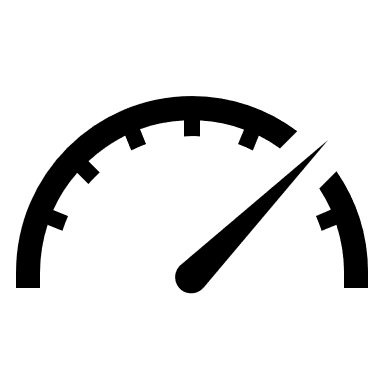
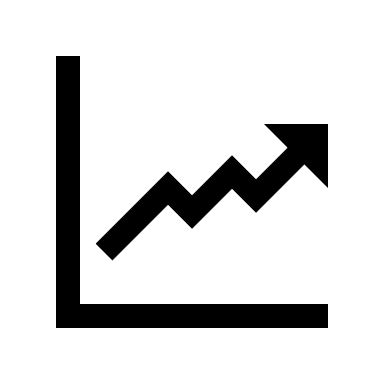
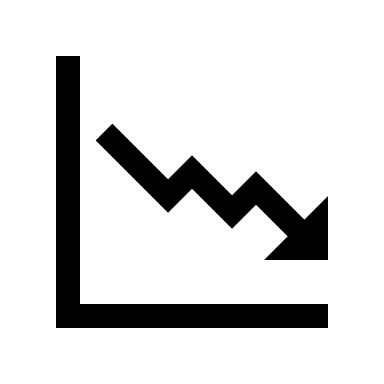
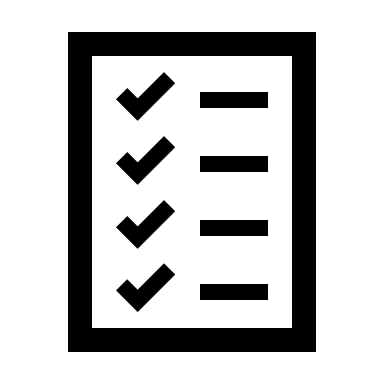
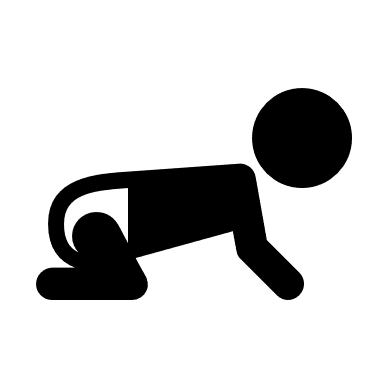
**Goal 5 – determine what car is best at the time and take that as the best car and make next generation till something can finish the course.**

**We want to have at least one goal done a week.**

**We will break down each of the goals when we get to them.**

**浅春のみぎり、貴社ますますご盛栄のこととお慶び申し上げます。**

**平素はひとかたならぬ御愛顧を賜り、ありがとうございます。**

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**末筆ながらご一同様にくれぐれもよろしく申し上げてください。**