

Team Members:

1. Grant Fullenkamp

- Email: fullengm@mail.uc.edu

- Phone: 937-478-4464

- Role: Project Manager (Responsible for coordinating team meetings, setting agendas, and ensuring that the project stays on track in terms of timelines and goals.)

2. Trevor Darst

- Email: darsttd@mail.uc.edu

- Phone: 440-785-4177

- Role: Researcher (Responsible for conducting research related to the project, gathering data, and providing insights and information to support decision making.)

3. Roshan Krishnan

- Email: krishnr2@mail.uc.edu

- Phone: 513-795-9630

- Role: Content Creator (Oversees producing written content, visuals, or other media required for the project, ensuring it aligns with our goals and objectives.)

4. Noah Heinen

- Email: heinennc@mail.uc.edu

- Phone: 513-767-5271

- Role: Quality Assurance and Editing (Responsible for reviewing and editing the project deliverables to ensure accuracy, clarity, and overall quality before submission.)

Team Meetings:

****Frequency:**** We will hold team meetings weekly throughout the term. Outside of this, meetings will occur on Discord when group members are available to collaborate.

****Timing:**** Our weekly catch-up meetings will take place on Tuesdays and Thursdays at 2pm EST in Automata class, Baldwin 544.

Project Focus:

Our project for this term is to leverage Unity in implementing reinforcement learning for virtual agents. These agents will learn and adapt within immersive scenarios, using neural networks to optimize their actions based on rewards and penalties. Our goal is to showcase how reinforcement learning enhances the intelligence of virtual agents, with potential applications in simulations.