Minutes of Meeting

Project Name: Godot game
Client Name: Ron Wright
Date: 10-25-2024
Time: 8:30 - 9:30 AM
Location: Zoom
Attendees:

- Ron Wright
- Cole Clark
- Luke Flock

1. Agenda

- Improvement on sprint 1
- Planning for sprint 2

2. Meeting Summary

- **Introduction:**
    - Building RML models to help Ron grade middle and high school student projects
- **Client's Requirements:**
    - One RML agent on the daisy collection game
    - One agent using python libraries on a modified openAI gym environment
- **Key Discussion Points:**
    - Improvement from sprint 1
    - Removed the requirement for a monte carlo algorithm on daisy collection game
    - Clarification on some things in the daisy collection game
    - Added the requirement for a modified openAI gym environment and RML algorithm on that environment
- **Decisions Made:**
    - Removed the requirement for a monte carlo algorithm on daisy collection game
    - Added the requirement for a modified openAI gym environment and RML algorithm on that environment
- **Action Items:**

- - Revise documentation
  - Modify an openAI gym environment and train RML model on it

3. Project Milestones Discussed

- First running models by 11/5/2024

5. Next Meeting

- **Date:** 11/1/2024
- **Time:** 2:30 PM
- **Location:** Zoom

Meeting Notes Prepared By: Cole Clark
Date: 10/26/2024