Project 02 Instruction

1. Project Topic

- Design and build a project. **You can choose any topic, but it must relate to the course.**
- Example areas (not the only choices):
    - AI for ABR: Use AI to pick the video bitrate each chunk so playback is smooth, with few stalls and steady quality under changing bandwidth.
    - AI for CC: Use AI to set the sending rate so the network gets high throughput, low delay, and fair sharing.
    - Multi Gaming: Keep a multiplayer game smooth and consistent for all players.

2. Team and Size

- Each team has **1–3 people**.
- To be fair, clearly state each person's contribution in the report and presentation.

3. Presentation (**in person**)

- Presentation **has two parts**:
    1. Personal contribution: each member briefly says what they did. You may quickly go through the code.
    2. Demo: show the system running.
- Time: each team has P minutes (suggested: M minutes talk + N minutes demo).

4. What to Submit on Canvas

- Submit only:
    - Source code: experiments must be reproducible; include a README with run steps.
    - Report: include (1) system description: goals, main modules, and what each module does. (2) work split: who did what

5. Grading (for reference)

- Relevance. How well your project fits with the course topics.
- Technical Depth and Completeness. A good, sound design and a solid, finished implementation.

- Results and Reproducibility. You need real experiments that can be successfully run again by others.
- Demo Quality. A stable live demo that shows your project works and can be repeated.
- Individual Contribution.

Sending me the name of your group members by the end of this week (11/02/2025).