

Team Super Mega Awesome Cool Cats

~Team Contract~

September 15, 2021

As a team of three, we aim to refine our coding in Python and development of GUIs for simulation design and implementation. In choosing to focus on the *Real-Time 2D Differential Game Combat Simulation* project, we aim to work together on each portion of this project in equal measure across the team. To accomplish this, we aim to have either in-person or virtual meetings weekly on **Mondays at 4pm or 5pm** to work together and problem solve outside from individual progress made on each of our tasks.

This project is broken up into three sections; [1] develop a 2D simulation engine in Python or Unity, [2] integrate previously created autonomous control strategies into the simulation, and [3] develop a graphical user interface (GUI) which will allow a user to define scenario parameters and select which agents to control within the scenario. To best divide the workload, our team aims to split the work on each section and have one person spearhead the progress on each section. In splitting the project workload this way, we are giving each team member equal opportunity to lead within development of this project. Our focus for this is to work on our coding and teamwork, as well as exploring GUI development and leadership opportunities within a project workspace.

By signing, we agree and plan to adhere to the goals, focuses, and parameters stated above for the duration of our senior design group project.

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