As we mentioned before, we trained two machine learning models, the first used random forest regression, and since we had more time eventually we replaced this model with a trained deep neural network for absolutely better results. The second one used linear regression with gradient descent finalized by an optimization process of maximizing, to guarantee the accuracy of the game results and predictions and also to assure the creation of the superhero, 4000 lines of data sets were generated in order to train our Ai models, so we could say that one of the advantageous features we have is the accuracy of our results. For what we hope to achieve, we actually want to be able to add virtual reality concepts in the future with 3D modeling, to enable the user to truly live the moment himself while experiencing the program functionalities on himself just like a simulation, we also want to add the training feature before heading up to space and why not add a live feature, that will lead the user directly into a live done by NASA through her astronauts' entertainment to give our users the most realistic experience ever possible.

The tools that were used: Figma for the design and the Ui/Ux of the game, Python and Pygame for the game implementation, also python for the machine learning algorithms in addition to html5 and CSS for the creation of our website, and VS-Code as a text editor.