

## Final Project Team Roles

### **Ripudaman Kahlon**

Initially began working on the game and learning how to use the Phaser game engine. Made the beginnings of the game and then helped to add reinforcement learning to the game. Helped in trying to understand the problem, and how to go about implementing reinforcement learning in javascript. Spent time refactoring and tweaking values within the game to get better results.

### **Kelsen Hazelwood**

Initially began researching reinforcement learning and figuring out which direction the team wanted to go and what we wanted to implement. Decided on what we wanted to implement within the Snake game and how we wanted to implement it. Helped tweak the Snake game to use reinforcement learning along with implementing the reinforcement learning techniques. Spent time tweaking values within the game to get better results.

We didn't really have specific tasks that we assigned to ourselves. Most of the time spent working on the project was together trying to understand the problem and implement our solutions.