

# **Proposal Review for Group 1 (Fire of Eidolon)**

Reviewed by: Kenzie Hoggan

## **Clarity of presentation**

- The project is laid out very well and I appreciate the background context that helps provide motivation for the project's goals.
- I like how you guys broke down your formal motion planning section. It was helpful to see your action set and simulation variables to get a better idea of the project setup.

## **Relevance of project**

- This project is relevant to the class since it will be using motion planning methods, likely using graph search algorithms, that we have discussed in class.
- How do you plan on generating the dynamic aspect of the maze?
- What specific motion planning solutions do you plan on applying for your project?

## **Quality of project**

- Your project sounds interesting! I especially like how your maze is going to be dynamic which will definitely add to the complexity of the project.
- I like that you included a few stretch goals that lets your project have some flexibility and adds some extra challenges.
- What challenges do you expect to run into?

## **Evaluation of project**

- For your project how are you evaluating the success of your planning methods? Is there one metric, several in combination?
- What will make one possible solution more desirable than another?

## **Broader impacts**

- I would imagine that you would be able to apply the same results from this research for a lot of similar board games since you have so many options to tweak the simulation parameters.

## **Intellectual merit**

- This research will benefit the class since the methods used in your project will be able to be extrapolated a large variety of fields.
- I'm excited to see how it turns out! Great job!