My individual contribution to the project was all over the place for this project. In the beginning I was mostly focused on getting our server set up so we could run everything locally, to make sure that we could get all the information to and from it that we needed, and to make sure that we could ultimately get a bot connected to it. Once that was all figured out, I transitioned into assisting Eric with interface issues as well as strategic decision making for the AI.

I think that overall, I applied all the skills that were identified and learned a lot throughout the whole project that has built upon these skills. While Eric was the main force behind our AI development, I learned a ton about practical AI development and the issues faced during development. There was also a lot of game theory research that went into designing our AI agent. The biggest obstacles were balancing the state vs performance for our AI agent and getting the agent to understand all the complex and sometimes niche scenarios that can occur during pokemon battles.

As a team, I believe that we accomplished what we set out to do. We created an AI agent that can participate in pokemon battles and compete against beginner to intermediate level players competently. We had a live demo running at the expo and kept track of its performance throughout the day. It ended the day with a tad under a 50% win rate against the expo participants, which considering the skill level of the participants as well as how close its losses were puts the skill of the agent right around where we set out to have it as.

Throughout this project I learned a lot about delegation. We found that having members with strict roles was helpful, although they did dissolve a bit towards the end of this semester. I don’t think there were necessarily any aspects of our teamwork that weren’t successful, but I did notice that we had a habit of making our deliverables a bit later than was wanted. I think that my efforts were comparable to those of my teammates, but they both deserve recognition for the work they did. Without Eric’s knowledge on AI development, I can confidently say that the project would have turned out a lot worse. Alex also kept us from falling too far behind with some of the deliverables, doing a large portion of the work on them while Eric and I were working on the agent.