**Project Status Report – Assessment 2**

2018-07-25

**Project Name:** Machine Learning for Video Games **Team Members:** David Eelman, Stanislav Rashevskyi, Thomas Abdallah

**Project Overall Status:** Green

**Status Overview:**

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| --- | --- | --- | --- | --- |
| **Activity Title** | **Status** |  | | **Plan**  (Next Week) |
| **Plan** | **Actual** |
| **Background Research**  Responsible: All  Due: 2017-07-11 | Green | Short report about the history and theory of Artificial Neural Networks | Short report completed | None |
| **Application Specific Research**  Responsible: All  Due: 2017-07-25 | Green | Write report about methods of training neural networks to for play video games | Report completed | None |
| **Application Experimentation**  Responsible: All  Due: 2017-08-08 | Green | No activity planned | No activity | Prototype air hockey simulation for training. Prototype genetic algorithm to train neural network |