Team Number: 3

Team Name: ThresholdCorrection

Team Members: Ethan Miles
Surya Manavalan
Kyle Kells
Tommy Hua
Benjamin Cunningham

Application Name: Skynet

Application Description:

This application will be an interactive rudimentary maze maker with a visual demonstration of machine learning. Users will be given a set of tools and conditions to construct a grid based maze of varying challenge. These tools will include differing geometry and conditions such as to avoid touching walls. Once constructed, a program will attempt to navigate the maze through intervals of increasingly better performance via machine learning.

The goal of this application is to provide an interactive platform for users to learn about machine learning. Being able to send the program into a maze of their own design and watch it play out in front of them would help to solidify an understanding of the way the program learns to successfully navigate it. As such, it can serve to be both entertaining and educational.

Vision Statement: Confidently striding along the lines between entertainment and industrial applicability, *Skynet* redefines what it means to learn. *Skynet: Watch and Learn*

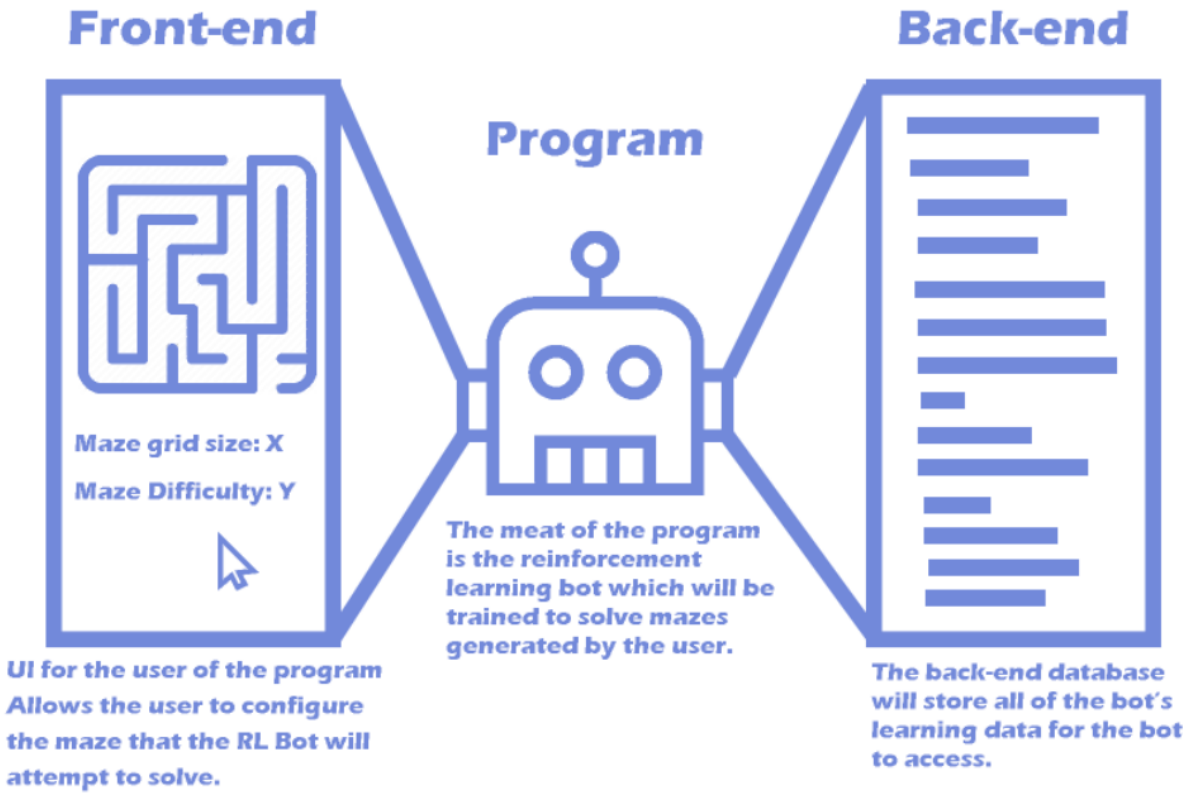
Version Control:https://github.com/CSCI-3308-CU-Boulder/3308SP21_021_3.git

Development Method: We will be using Jira as our preferred tool for project management. The development methodology that we will use is Agile. The board link is below.
Y21 board - Agile Board - Jira (atlassian.net)

Communication Plan: For day-to-day communication we will use Discord. Our weekly group meeting will also use the same Discord server. All project milestones, user stories, and project statuses will be tracked and recorded using Jira.
Discord Link: https://discord.gg/xmG4EeQZ

Meeting Plan: We meet every Thursday from 2-4PM in our Discord channel. We meet with our TA Wednesdays 9:45-10:00 am over zoom at this link:
https://cuboulder.zoom.us/j/95551520380.

Proposed Architecture Plan:
The front-end will be made using HTML or CSS to create the user interface. The backend database will be made with MySQL, for storing the bot's data.



Use Case Diagram: