sdmay18-04: Animal Locomotion and Behavior Simulated by Genetic Algorithms

Week 1 Report

September 5 - September 11

Team Members

Rob Quinn — Project lead, Sim lead programmer, client communications

Joe Sogard — Web lead, Backend programmer

Joe Kuczek — Full stack web, SCRUM master

Luke Oetken — Simulation programmer, Status reporter

Andrew McKeighan — Simulation programmer

Kenneth Black — Simulation programmer, Machine Learning

Summary of Progress this Report

Team Members:

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Kenneth Black - Simulation programmer, Machine Learning

Client & Advisor:

Jim Lathrop

Our full team met for the first time this past week. We discussed the first team reflection article, then decided on roles for each member, as noted above. Rob Quinn, the project lead, told the team more about his project proposal and the work and research he has done so far. We discussed our experience and interests in the areas related to project, and what each of us would like to get out of working together. Finally, we prepared for the lightning talks for the following week.

Our team also decided on using a Trello board for the project, and started setting one up.

Pending Issues

Many members of our team have interest in working on the simulation part of the project, and there may not be enough work in that area for that many people. We have yet to figure out exactly how much work there will be in this area, and how we will distribute it amongst team members.

Plans for Upcoming Reporting Period

Our team plans to continue researching the areas of work that will be involved in the project, and begin forming a basic architecture and plan for the project. Rob, the project lead, will meet with our client and advisor, Jim Lathrop. We hope by next week for each member to have a solid understanding of the work they will be responsible for.

Individual Contributions

Team Member Contribution Weekly Hours Total Hours

Rob Quinn	Met with client, led meeting, prepared slides for lightning talks, started setting up Trello board	7	
Joe Sogard	Began research for web/simulation integration	3	
Joe Kuczek	Began organizing gitlab, web research	3	
Luke Oetken	Began research on Unity simulation, wrote status report	4	4
Andrew McKeighan	Began research on Unity simulation	3	3
Kenneth Black	Research on machine learning frameworks	3	3