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

Week 10 Report
November 14 - December 1

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, Machine Learning, Status reporter*
Andrew McKeighan — *Simulation programmer*
Kenneth Black — *Simulation programmer, Machine Learning*

Summary of Progress this Report

These past two weeks, all members of the team mainly focused on polishing and testing the work we have completed this semester in preparation for the final presentation. We continued development of some features of both the simulation and the website to ensure the project is in a good state to be picked up again next semester. We also worked on finishing up the project documentation, and preparing information to present to our client and the evaluation panel.

Pending Issues

We have not yet decided on whether we will be using Unity ML-Agents for the machine learning portion of the project, so that decision will be made next semester.

Plans for Upcoming Reporting Period

This is the final report period for the semester. Next semester we will continue work as described in our project plan.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Rob Quinn	Testing and refining simulation, helping integrate and polish prototype features	3	34
Joe Sogard	Populating database with relevant data	5	28
Joe Kuczek	Continued development on front-end website, worked with Joey to discuss required DB fields	3	28
Luke Oetken	Continued development and experimentation on ML-Agents prototype.	3	41
Andrew McKeighan	Worked on brains.	3	26
Kenneth Black	Continue alternative movement script.	2	26.5
