sdmay18-04: Animal Locomotion and Behavior Simulated by Genetic Algorithms
Week 2 Report
September 12 - September 18

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
This week, our team spent our time continuing research of the various platforms and technologies we are looking to use in our project. Our members now have a better understanding of the aspects of the project they will be working on, so we were able to look more in depth into what the work will entail. We created a development plan diagram to help with organizing our work process as we begin to design the project. We also started work on the initial prototype of the simulation part of the project.

Pending Issues
Clear up remaining confusion about individual responsibilities.

Plans for Upcoming Reporting Period
In the coming week, we hope to meet as a team to discuss our individual research findings, and formulate a plan to clarify what each member should work on. Now that we have a greater understanding of the technologies we will be using, we should be able to make some progress on building the initial prototype of the simulation and website.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Rob Quinn	worked on prototype	3	10
Joe Sogard	researched web stack possibilities, discussed with Joe potential webstacks	3	6
Joe Kuczek	researched web stack possibilities, discussed with Joe potential webstacks	3	6
Luke Oetken	Researched machine learning options, experimented with Unity	4	8
Andrew McKeighan	Researched Unity simulation	3	6
Kenneth Black	researched deep learning frameworks	3	6

	available for Unity. Refreshed memory on some machine learning algorithms. Messed around with other Unity project to refresh c# skills.		