sdmay18-04: Animal Locomotion and Behavior Simulated by Genetic Algorithms
Week 7 Report
October 24 - October 30

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, the simulation programmers continued development of the genetic algorithm features, and conversion to the ML-Agents framework. We began development of a two-legged movement model. The web engineers continued worked on the database for the project website.

Pending Issues
Conversion to ML-Agents will require significant rework of the simulation prototype.

Plans for Upcoming Reporting Period
Next week the simulation programmers will continue to work on the ML-Agents conversion, and development of the genetic algorithm and models. The web engineers will continue development of the website functions and research how to communicate with the simulation.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Rob Quinn	Adding GA features; best k, n each	1	28
Joe Sogard	Created database scripts	2	20
Joe Kuczek	Created shared database functions for website	2	21
Luke Oetken	Worked on conversion to ML-Agents environment	4	30
Andrew McKeighan	None	0	20
Kenneth Black	Worked on 2 legged movement.	2	20