Your Name:

Design an AI

We're going to lay the ground work toward designing a _back of the napkin_ AI system using the simple terms introduced to us by Simon Chapter 1

This is what can make reading like the Sciences of the Artificial Powerful...they allow us to think about our intelligence systems outside of the methods we may employ, that is we can begin to _synthesize_ useful abstractions!
For this activity you will describe the AI **Goals**, **Environment**, and **Adaptation**

This is meant to give you a chance to begin thinking about what type of systems you might want to work on for your project **independent of the method**

Remember, you can draw pictures/diagrams to augment your words. No need to only stick to words if your inclined to describe through figures.

AI Name

Name your agent...because why not

Goals

First things first:

- What are the goals of your agent
- Why will it be adapting to an environment and processing information?

Environment

- What is the environment that your agent will be adapting within?
- What are the important characteristics of that environment?

Adaptation

- How will your agent adapt to the environment to achieve the goals it has?
- How will its inner environment need to change for this adaptation?

(You can keep this high-level...no need to discuss normalization in Neural Networks or Procedural Compilation! That can come later...)