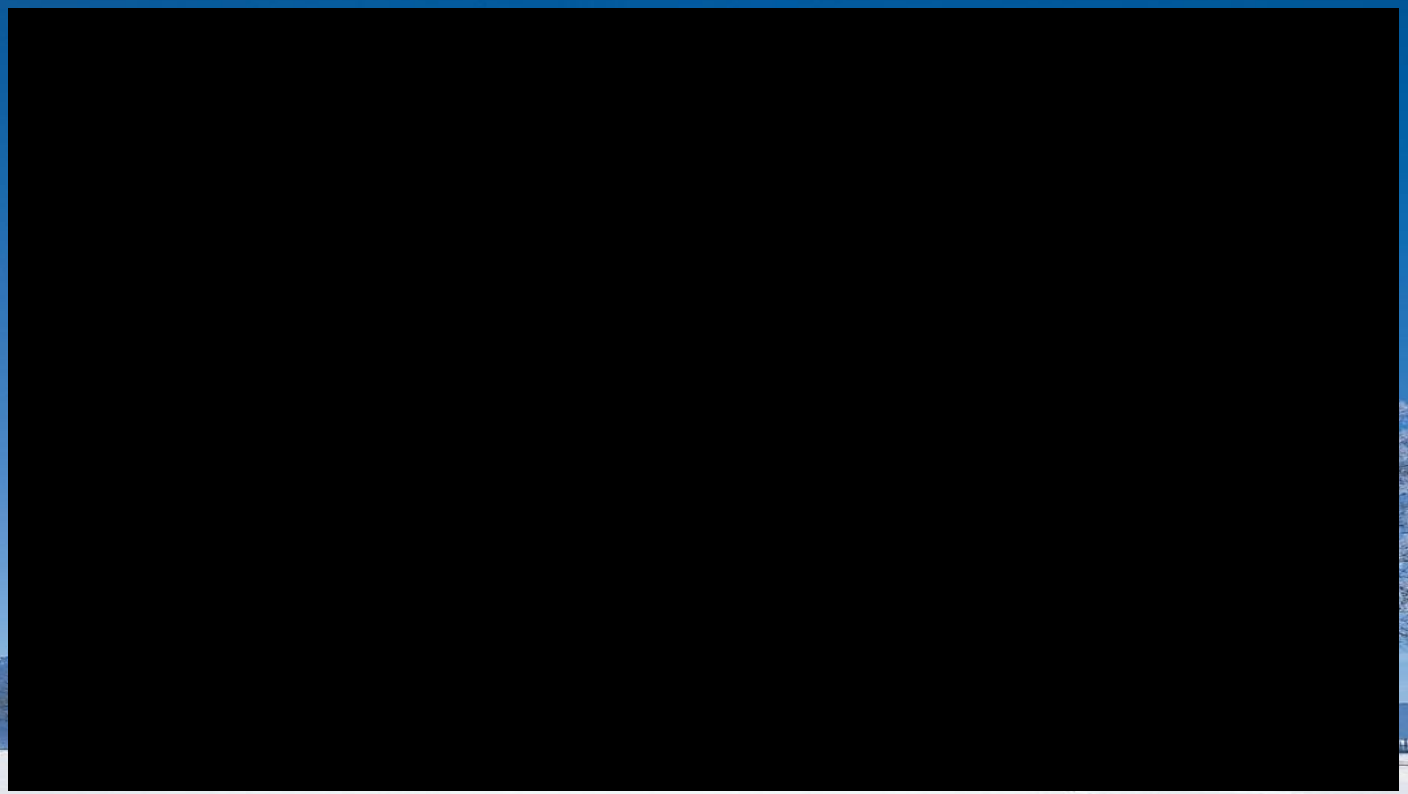
SKI RESORT SIMULATOR



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Group 10

Overview

- Who will benefit from this program:
  - Resort Owners
  - Skiers

- The Problems
  - Resort Owners
    - Have inefficient metrics for traffic prediction for customers and suitable staff and advertisement utilization.
  - Skiers
    - Having a negative experience when the resorts are overcrowded resulting in a waste of time and money.

Solution

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  - m


Ski Resort Simulator
SKIRESORTSIMULATOR
Begin
Reset
Open
Save
Input All Fields Below(Ski Resort User)
Graph Goes Here
Game Percentage (10 - 90):
60
Number of Skiers (>= 100):
10
Length of Simulation (in weeks >= 10):
50
Weather/Temperature (in degrees Fahrenheit, 0 - 60)
30
Average Number of Friends per Skier (1 - 8):
4
Average Experience Percentage (on first day, 0 - 100):
50
Average Skill Level (1 - 10):
5
Graphs vs. Success Rate:
Number of Friends
Game Percentage
Weather Preference
Skill Level
First-Day Experience
Last Iteration Park Success: 0.344
Overall Park Success: 0.172

Mathematical Model

- Challenges:
  - Strategies for various IQ levels
  - Predicting the distribution of successes

IQ 1:

$D_1 = \sim S_1$

IQ 2:

$D_2 = D_1 \wedge D_2^1$

IQ 3:

$D_3 = D_2$ (NAND) D_1

IQ 4:

$D_4 = [(D_1 + D_2 + D_3) <= 2] \wedge [(D_4^1 + D_4^2 + D_4^3 + D_4^4) >= 2]$

- Final Decision Equation:

$$D = (\delta * \sigma) + [(1 - \delta)(0.25)(\mathrm{F} + W + S + P)]$$

Demonstration

Plan of Work

- For Demo 2:
  - Saving to a File
  - GUI Improvements
  - Graphs
  - Customer Feedback Improvements

THANK YOU!

