**Method**

The approach taken for the creation of the RL Agent is CRISP DM and is based on different understandings.

**Business Understanding**: We aim to build the RL Agent in a way that it provides competitive gameplay that can be marketed and could serve as revenue generating model.

**Data Understanding:** It involves understanding of the rules of the game, how the game should work, what the space and observation spaces be.

**Data Preparation:** Application of the rules of the game, ensuring that the pieces only move according to the rules of the game. Defining the custom game environment, state, action and observation spaces, so that the RL Agent only performs as required.

**Modelling:** Creation and implementation of PPO algorithm to teach agent how to play the game.

**Evaluation:** Testing, validating and evaluation weather the trained model performs according to the game mechanics.

**Deployment:** Once the model is evaluated and works as expected, it can be converted and implemented unity version of the game.