**What we did**

In this assignment, we trained an agent in the LunarLander-v2 environment using a simple DQN epsilon policy network. We also visualized the agent’s attempt at landing in between the 2 flags before and after training the network. In addition, we looked at the learning progress by examining several plots.

**Images and/or Discussion**

Step 0:

A video game screen with a black background

Description automatically generated

Above is the screenshot of the initial environment when seed is set to 42, which is the seed we’ll use from now on.

Step 2:

**What I learned**