ppo\_dark\_souls: 23 inputs , 23 actions

ppo\_dark\_souls\_cam: 10 inputs , 6 actions

ppo\_dark\_souls\_cam\_v1: 7 inputs , 6 actions

ppo\_dark\_souls\_cam\_v2: 3 inputs , 6 actions

ppo\_dark\_souls\_cam\_v3: 8 inputs , 6 actions

ppo\_dark\_souls\_cam\_isolated\_v1: 8 inputs , 5 actions (lockOn removed) (duration 0.3s)

ppo\_dark\_souls\_cam\_isolated\_v2: 8 inputs , 5 actions (lockOn removed) (duration 0.15s no falling)

ppo\_dark\_souls\_lock\_isolated\_v1: 2 inputs , 2 actions (duration 0.75s)

ppo\_dark\_souls\_move\_v1: 8 inputs , 17 actions (animation was incorrect , the x, y ,z weren’t helping)

ppo\_dark\_souls\_move\_v2: 5 inputs , 17 actions

ppo\_dark\_souls\_move\_v3: 5 inputs , 17 actions (hp and stamina as signal)

ppo\_dark\_souls\_move\_v4: 5 inputs , 5 actions (hp and stamina as signal)

ppo\_dark\_souls\_move\_v5: 1 inputs , 5 actions (only distance)

ppo\_dark\_souls\_move\_v6: 1 inputs , 5 actions (only distance and duration 0.1s)

ppo\_dark\_souls\_act\_v1: 8 inputs , 5 actions

ppo\_dark\_souls\_act\_v2: 8 inputs , 5 actions