ToDo list

Class: BeliefState

Next(Action, Observation)

MazeState: the is a bug in the methods:

* TurnLeft
* TurnRight
* RandomObservation

Class MostLikelyStatePolicy : Policy:

Action GetAction(BeliefState bs)

class PointBasedValueIteration : Policy

* private AlphaVector backup(BeliefState bs)
* public void PointBasedVI(int cBeliefs, int cMaxIterations)

class QMDPPolicy : Policy

public override Action GetAction(BeliefState bs)

class VotingPolicy : Policy

public override Action GetAction(BeliefState bs)