#Reinforcement learning

Part1: creating the environment, Listed below are the rules

* The environment is a 6-block cross 6-block square
* There are 36 states in the environment
* There are 4 possible actions up, down, left, right
* There are 5 rewards which are as follows:
  + - Running into monster -20 (2 monsters)
    - Falling into a pit -1 (2 pits)
    - Find silver +15
    - Find gold +20
    - Find goal +1000
    - Same position -30

Part2: implementing Sarsa and Q-learning

Results can be found in the jupyter notebook.