Environment/ Game Logic

* Hunger -= 5 if hunger > 0
* Energy -= 3 if energy > 0
* Health -= 10 if energy | hunger <= 0

Randomness

* Chance to find food 0.7-0.9

States

* Health = 100
* Hunger = 0
* Energy = 100
* Wealth = 100

Actions

* 0: "Eat poison apple"
* 1: "Eat magic apple"
* 2: "Eat force apple"
* 3: "Eat heart apple"
* 4: "Sleep"
* 5: "Do nothing"
* 6: “Store Food”
* 7: “Sell Item”
* 8: “Buy Item”

Reward

* += 1 per step
* += Happiness ( -1 to 2 ) per step
  + Wealth
    - Gold
    - Item Possession
  + Health
    - Hunger
  + Sleep
    - Energy