Copy from <https://github.com/Unity-Technologies/ml-agents> from commit 13beeac72759ccb57a872aadea96c3cacaeb5ffd. Save as ml-agents-master. Copy the whole of ml-agents-master/unity-environment to ML-Agents/\*

Build the Unity game to ml-agents-master/python/Build/

Open anaconda prompt, cd to ml-agents-master folder. Create an ml-agents environment using “conda create --name ml-agents”. Activate this environment using “conda activate ml-agents”. Once this has been set up, you do not need to call it again this session.

Change to the python directory (ml-agents-master/python/). Call “python learn.py Build/Build --train --run-id=1234”. This will learn manually. This should not affect the game.