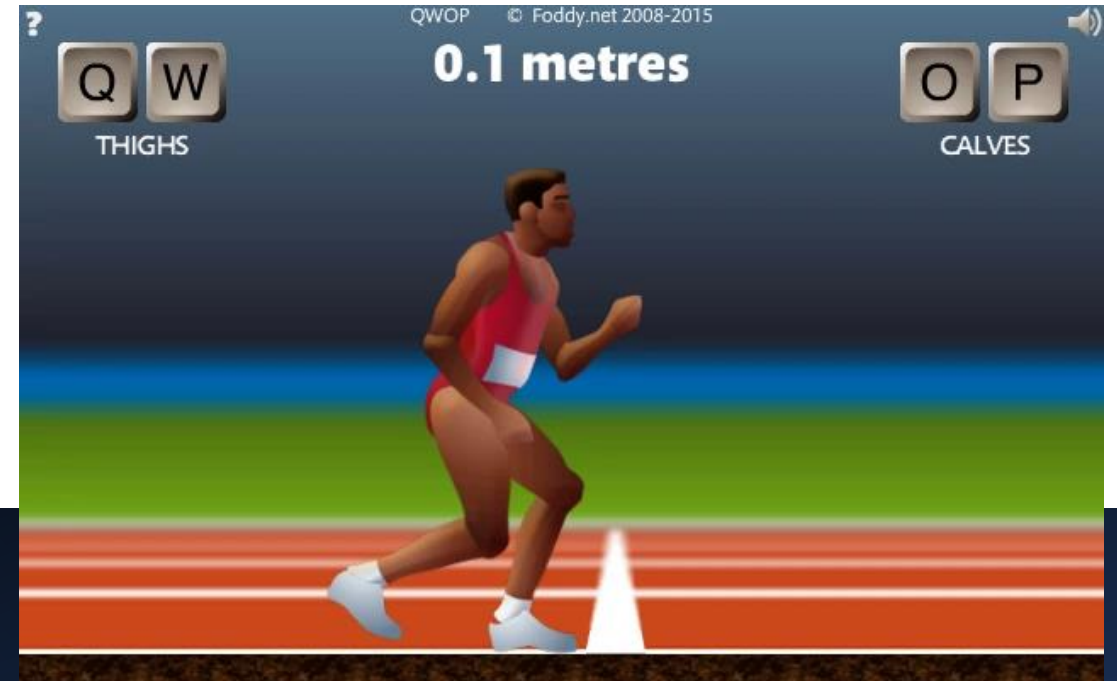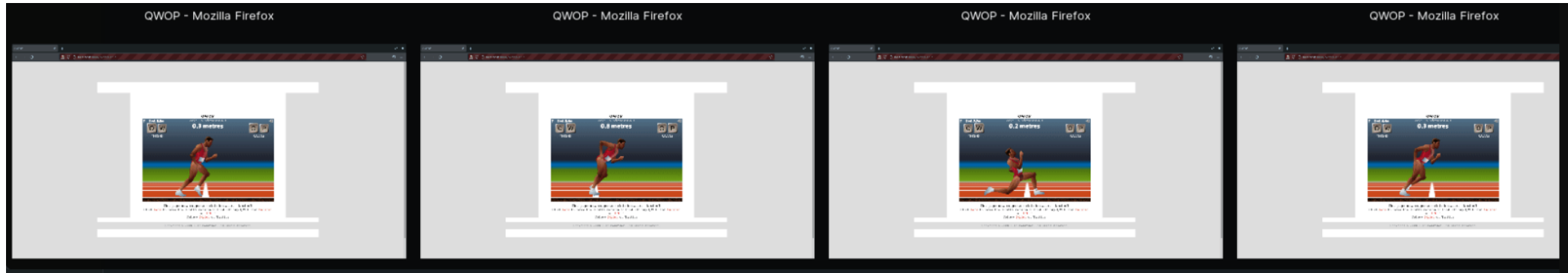# Model-based reinforcement learning for browser game QWOP using DreamerV2 and MuZero algorithms

Make an AI learn how to play QWOP, a videogame where you press Q, W, O and P keys to make the runner move, using these algorithms

Progress report

What's working

- QWOP local server
- PPO agent

What I'm working on

- **Adjust DreamerV2 to** work with a single instance of QWOP

What's next

- Make the PPO agent learn
- **Make the DreamerV2 agent** work with multiple instances of QWOP