Reinforcement Learning Propose Implementation of Flappy Bird using OpenAI Gym

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**Abstract**

Flappy Bird is an electronic game created in 2013. The objective in the game is to earn as many points as possible by controlling a bird, without letting it crash into the pipes. In this work, reinforcement learning techniques will be used to automatically divert the flap bird between the pipes. The OpenIA Gym toolkit will be used. OpenIA Gym is a toolkit for developing and comparing reinforcement learning algorithms. It supports teaching agents everything from walking to playing games.

**Introduction**

**Technical Approach**

**Project Management**

The project’s objective is to validate this study with an MVP (minimum viable product). I will work on agile methodology, so each sprint will have a planning session to define the next tasks properly. The deadline for submitting papers is xxxxxx. Below you can see a table with the expected sprints and the start and end dates. The project’s goal is validate this study with a MVP (minimum viable product). At the end is expected to have a paper to explain the research, a repository with the code. I will work on agile methodology, so each sprint will have a planning session to define the nexttasks properly. The deadline for paper submission if

xxxx. Below we can see a table with the expected sprints and the start and end dates.

**Conclusion**

**References**

1. G. Eason, B. Noble, and I. N. Sneddon, “On certain integrals of Lipschitz-Hankel type involving products of Bessel functions,” Phil. Trans. Roy. Soc. London, vol. A247, pp. 529–551, April 1955. *(references)*
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