

Feedback

What We Liked

We liked using the Gymnasium because of all the game libraries that it has and all that we were able to do with it. We also liked using Copilot to help write parts of the code and some of the functions. We found that to be helpful when we were unsure of what to put in the code to make it work. In class we have talked about an agent that plays Pac-Man, and we created agents that can play many different games. We liked making the Pac-Man example real life and making it so that the agents can play many different games.

Improvements

Coding the Deep Q Network was very complicated, so maybe having a homework or some sort of assignment with code before this project introducing neural networks and Deep Q Networks in code would be helpful. GitHub Copilot is a great tool for coding, but Copilot struggled with coding the complex functions involved in the Deep Q Network. The idea of something assisting in writing code is great, but if there is a better AI for complex coding and functions, that would have been better. Setting up and installing Atari Gymnasium was a very complicated process, so if there was a cheat sheet or something like that for how to set it up, that would be very helpful, too.