1. Review on topic on RL:
   * + Minimum 4 recent ( > 2015) articles review - same TOPIC
     + A demo implementation (can be something taken from someone github)
     + E.g. of topics: RL in games, economy, medical field, etc.
     + + powerpoint presentation
2. Google Football environment : <https://github.com/google-research/football>

Prove that you can do some experiments considering either image as input or data.

1. Use Unity ML to train any of the existing environments, or a new one created by you: <https://unity3d.com/machine-learning>

If you choose to train one of the existing ones, you have to come up with added new state / actions, and simulation experiments.

1. Use RL to solve / optimize a problem that you care about. E.g. an algorithm for task distribution, etc. You have to provide a GYM interface for this.