With the way we implemented Q learning -where a state consists of the AI’s inventory and location- the AI would forget everything it learned when it picks up an item. This caused the AI to take time to relearn the map. To counter this affect we had the AI learn lava independently from its inventory. So if the agent jumps into lava, it will record that action/reward pair for all inventories at that location. This makes it so that the AI will no longer “forget” where lava is when it picks up an item.