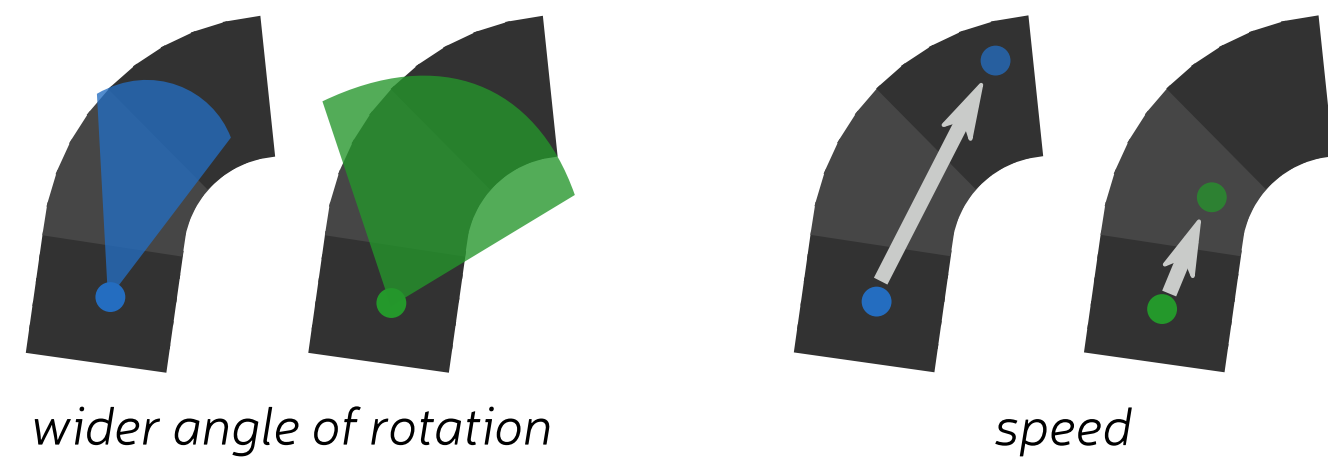


Agents

- Serve as replacement for slow evaluation by human players
- Used to estimate *fairness* of given game level
- Trained by PPO (Proximal Policy Optimization) algorithm to drive as best as possible

Different abilities (i.e. cars in our game)

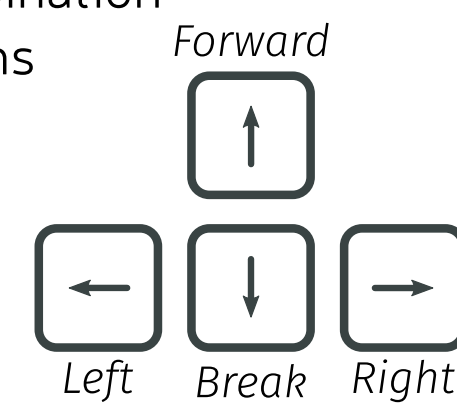


Environment (Game)

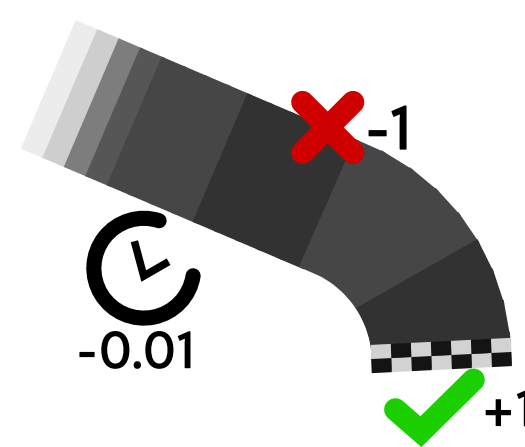
- Basic race game where each players is starting from the same position and has to finish the race as fast as possible.

Actions

- Any combination of 4 actions (+ noop)

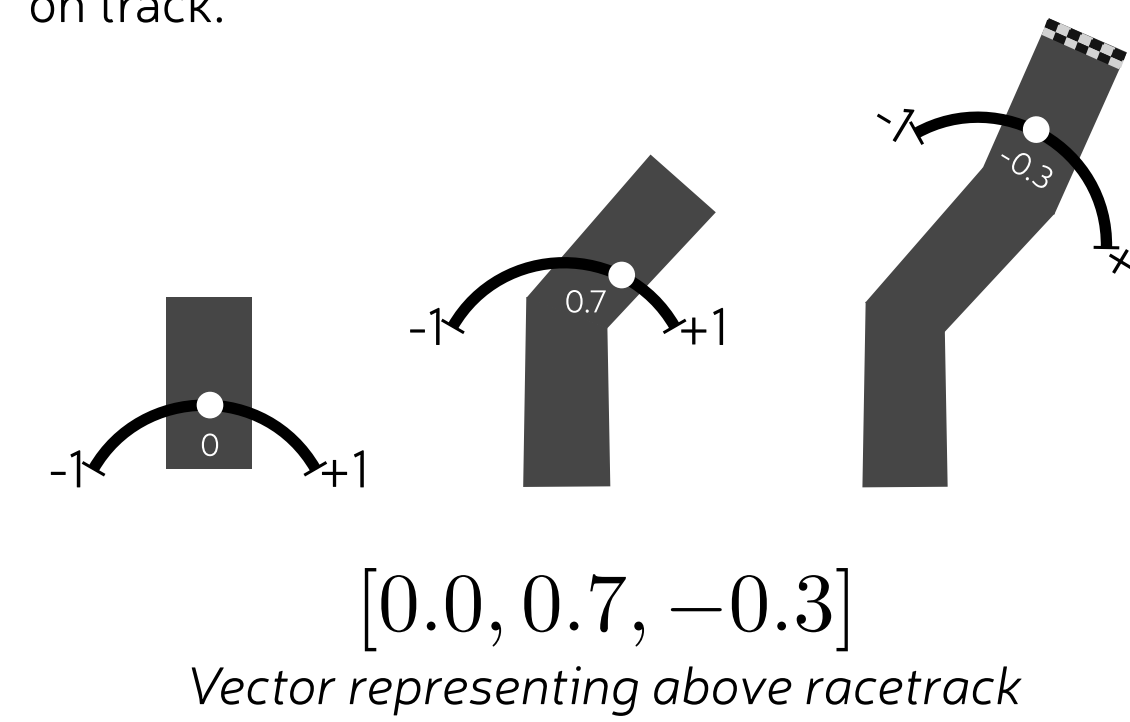


Rewards



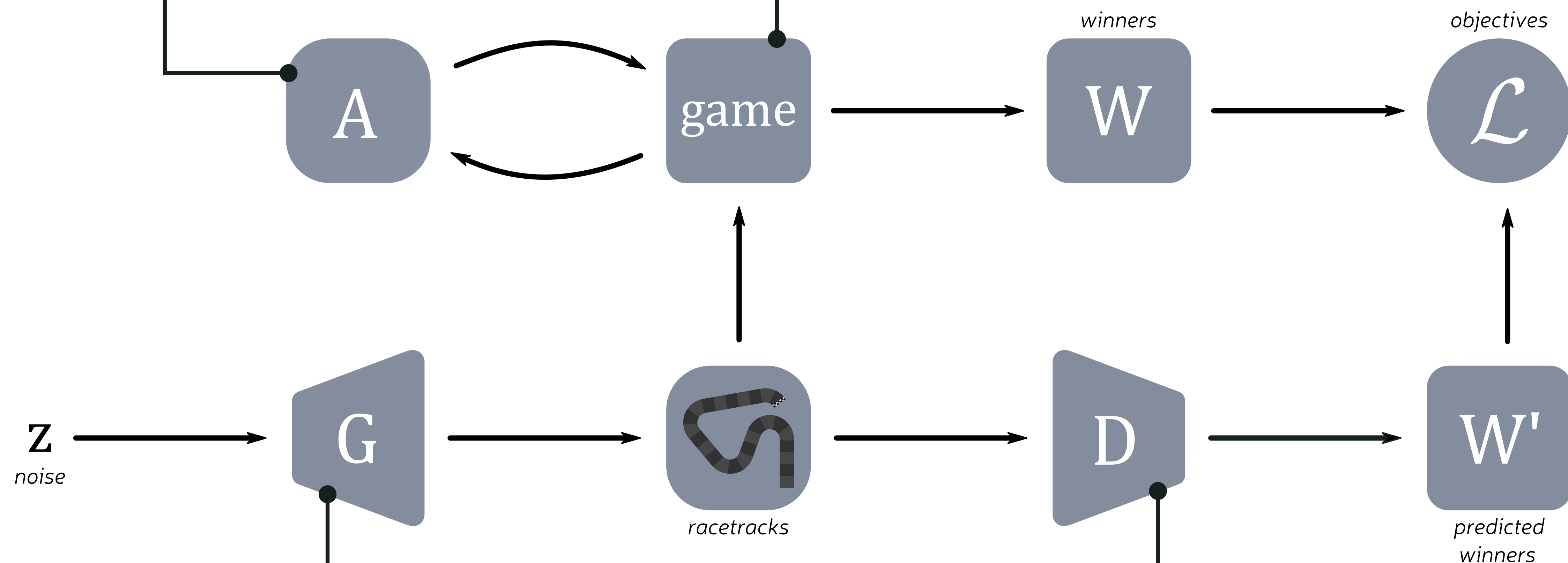
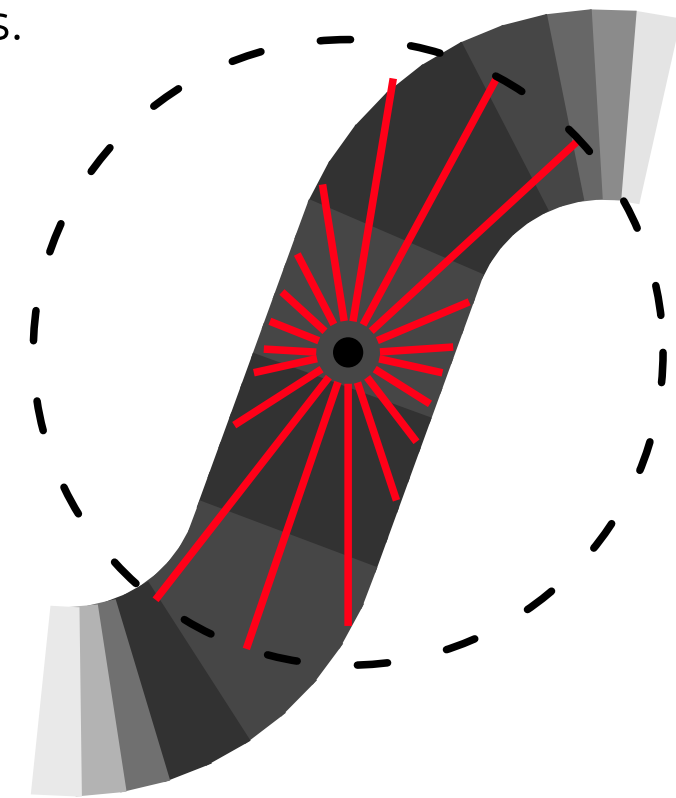
Racetracks

- Are represented as vectors of numbers. Each number corresponds to an angle at given point on track.

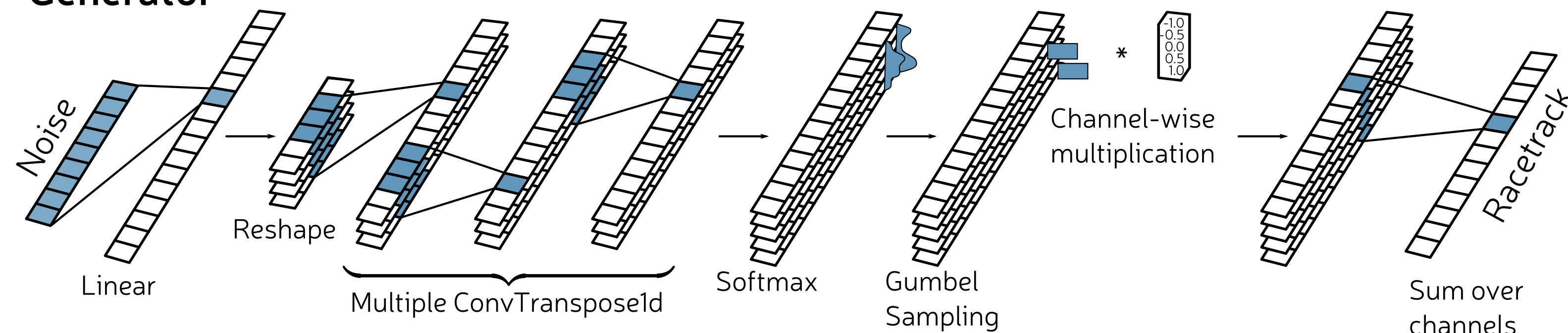


Observation (Input)

- Distances in 19 different directions.



Generator



Discriminator

