Q-learning is a reinforcement learning algorithm. It works by learning the function Q(s,a), where s and a stands for states and actions respectively. The final values of Q(s,a) determines the action-selection policy in every state. In order to train Q(s,a), we have to decide 3 things, i.e., s (states), a (actions) and r(rewards). The function Q(s,a) is updated by the formula:

Q(state, action) = R(state, action) + Gamma \* Max[Q(next state, all actions)]

Where Gamma is the discount factor that controls the amount of influence that the future action have on the current state, R(state, action) is the reward function with respect to states and actions. We can design s, a, r depending on our project to make the algorithm work.