Problem -> Solution:

Booster: agent tries jumping out of grid or doesn't skip holes with booster -> Boundary Checks: Before executing a boosted move, check if the resulting position would be out of bounds. If so, adjust the move to stay within the grid limits.Skip Holes: Ensure that when the agent uses a booster, it correctly skips over holes and lands on the next safe tile.

Enemy has very simple move pattern (check row/column difference and move closer) so it got easily stuck behind holes -> enemy can use boosters and also jump over holes without booster for easier implementation.

Enemy stands Infront of goal tile, agent learned not to get close to enemy but also go go go goal -> give agent way to defeat enemy (weapon) + penalty for not moving

After defeating Enemy Agent doesn’t go towards goal ->

Reaching goal needs to give higher reward than defeating enemy

Now Agent manages to move past enemy without defeating it and doesn’t defeat it anymore