

RL Assignment 4

Hex

- Describe AG0 source code and how it is structured
- Describe how to run a pertained model
- Run and play against the pertained model and report strategies
- Checkout Coach.py file and describe it's methods in detail
- Describe the training process of Coach.py
- Extend the game class as describe in the Github documentation override methods with the HEX game
- Train HEX and provide some insights about the training process and its performance