# Initial Strategy:

CNN Design:

One matrix of size board size for:

1. Units positions
2. Relic node positions
3. Asteroid Positions?
4. Nebula Positions?

Somehow need to encode the unit energies, how to do this?

Final embedding size 512?

Actor-Critic Desing:

Different heads:

Actos is dense layer with 512? In en actions out

1. Movement actions 5
2. Sap action how is this encoded?
   1. Need to specify wether to sap and then where

Critic is dense layer with 512? With 1 output (the value of the current state)

Reward Function:

R = ?

RL method – Training

PPO – training

Multi-agent – Training

Have the same agent for both sides initially to learn to play the game.

Later Restart training from a different stochastic process and force to learn different things via reward function

E.G reward sapping more heavily