

Questions

MDP

1. How is a **state** represented in poke-env?
2. How is an **action** represented in poke-env?
3. How is computed the **reward**?
4. and the **transition**?
5. Provide an example of a complete **trajectory** and show how it is encoded.

features

1. Are pokèmon encoded via an ID or by their name?
2. How are moves encoded?
3. And items?
4. Does poke-env offer a way reduce the problem size limiting available pokèmon or reducing the moves?
5. Is there a way to allow team composed of n pokèmon? For instance we are interested in 1 vs 1 battles.
6. Which example agents are already encoded in poke-env?
7. Is there a way to check correctness of a given trajectory?

dataset creation

1. Is there a website or database with pre-computed trajectories?
2. generate a simple dataset.

poke-env profiling

1. Which functions or processes take the most time?
2. which is the average execution time to generate a single trajectory?