

State (observation)

- 11 states

- Relative distances

1. Skull X

Agent X position - Skull object X position

2. Skull Y

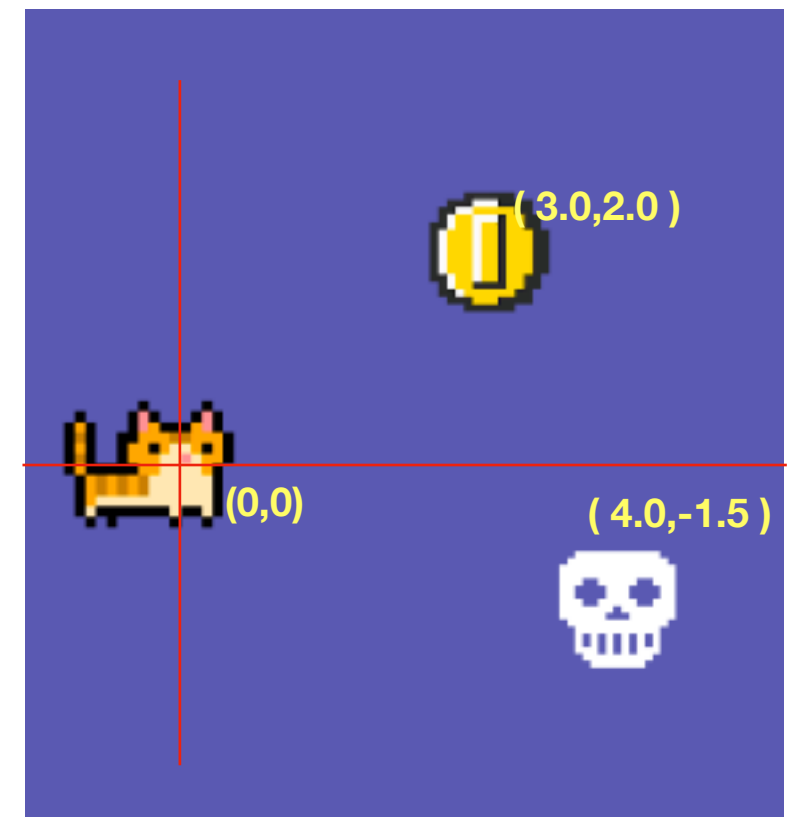
Agent Y position - Skull object Y position

3. Coin X

Agent X position - Coin object X position

4. Coin Y

Agent Y position - Coin object Y position



State (observation)

- 11 states

- Velocities

5. Skull X v

Skull object X velocity

6. Skull Y v

Skull object Y velocity

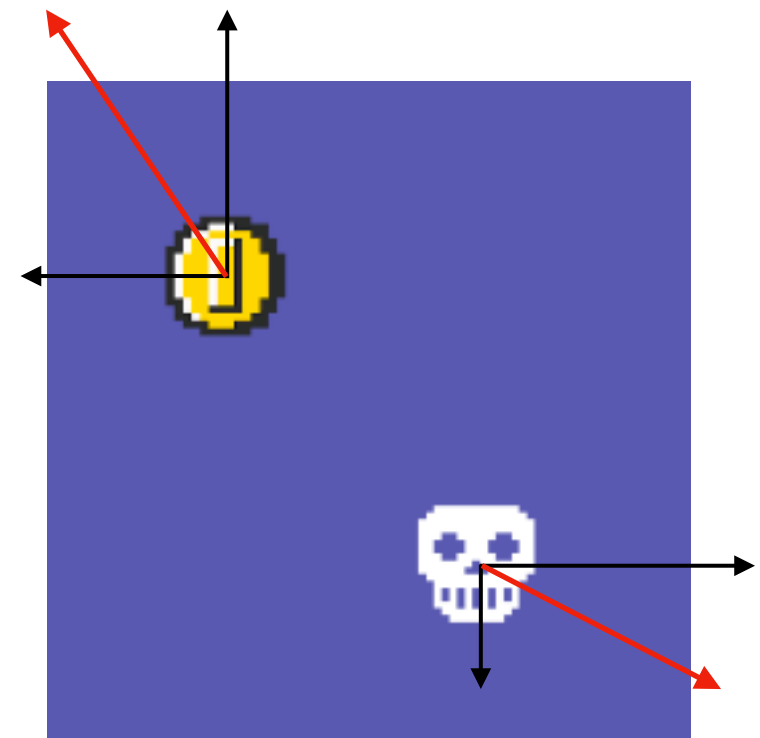
7. Coin X v

Coin object X velocity

8. Coin Y v

Coin object Y velocity

(coin X v , coin Y v)



(skull X v , skull Y v)