

Action

- 4 action space

- UP
 - The agent **goes up** by pixel (0.1)
- Down
 - The agent **goes down** by pixel (0.1)
- Push
 - The agent **fires a bullet which push** objects when it hits
- Pull
 - The agent **fires a bullet which pull** objects when it hits

Action (Animation Image)

- UP



- Down



- Push



- Pull

