

Environment is ruining like...

Environment (Animation Image)

g

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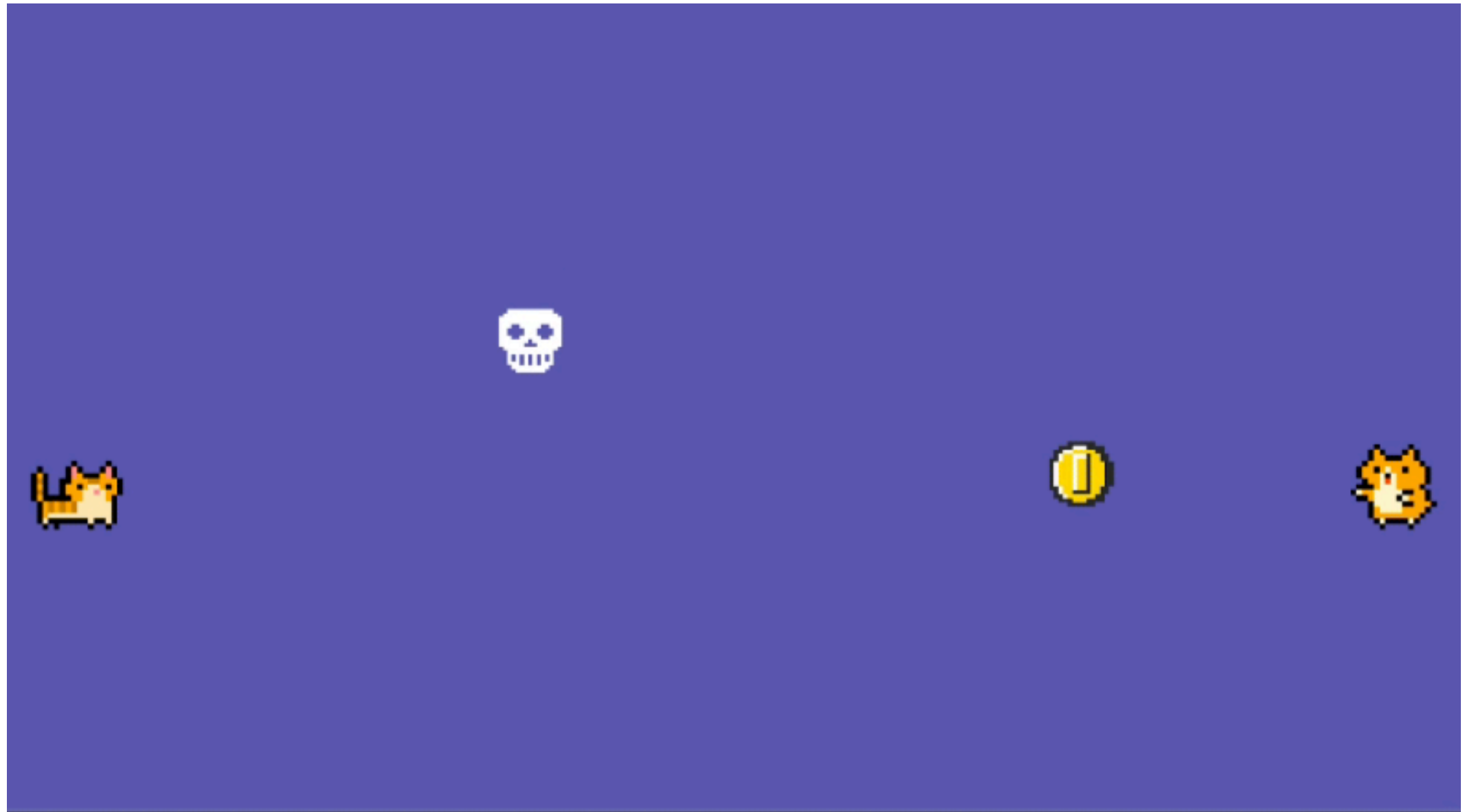






Environment (Animation Image)

- Environment is running like...



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