Action

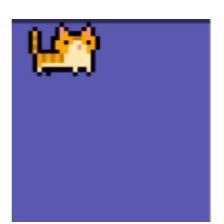
- 4 action space
 - UP
 - The agent **goes up** by pixel (0.1)
 - Down
 - The agent **goes down** by pixel (0.1)
 - Push
 - The agent fires a bullet which push objects when it hits
 - Pull
 - The agent fires a bullet which pull objects when it hits

Action (Animation Image)

• UP



Down



• Push



Pull

