

- UP

- Down

- Push

- Pull

Action (Animation Image)

qif

g

i

f

























Action (Animation Image)

- UP



- Down



- Push



- Pull



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

