

State (observation)

■ 11 states

- Velocities

5. Skull X v

Skull object X velocity

6. Skull Y v

Skull object Y velocity

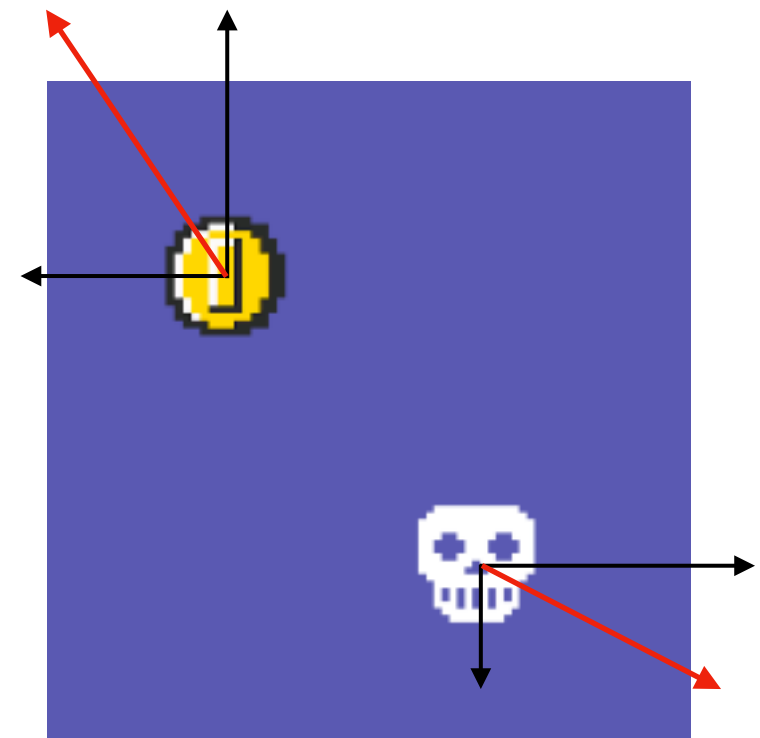
7. Coin X v

Coin object X velocity

8. Coin Y v

Coin object Y velocity

(coin X v , coin Y v)



(skull X v , skull Y v)

State (observation)

■ 11 states

- absolute Y distance

9. $| \text{agent } Y - \text{coin } Y |$

non-negative value of (agent Y - coin Y)

10. $| \text{agent } Y - \text{skull } Y |$

non-negative value of (agent Y - skull Y)

11. $| \text{agent1 } Y - \text{agent2 } Y |$

non-negative value of (agent1 Y - agent2 Y)

