

RLM CHALLENGER

Customize the RLM challenges

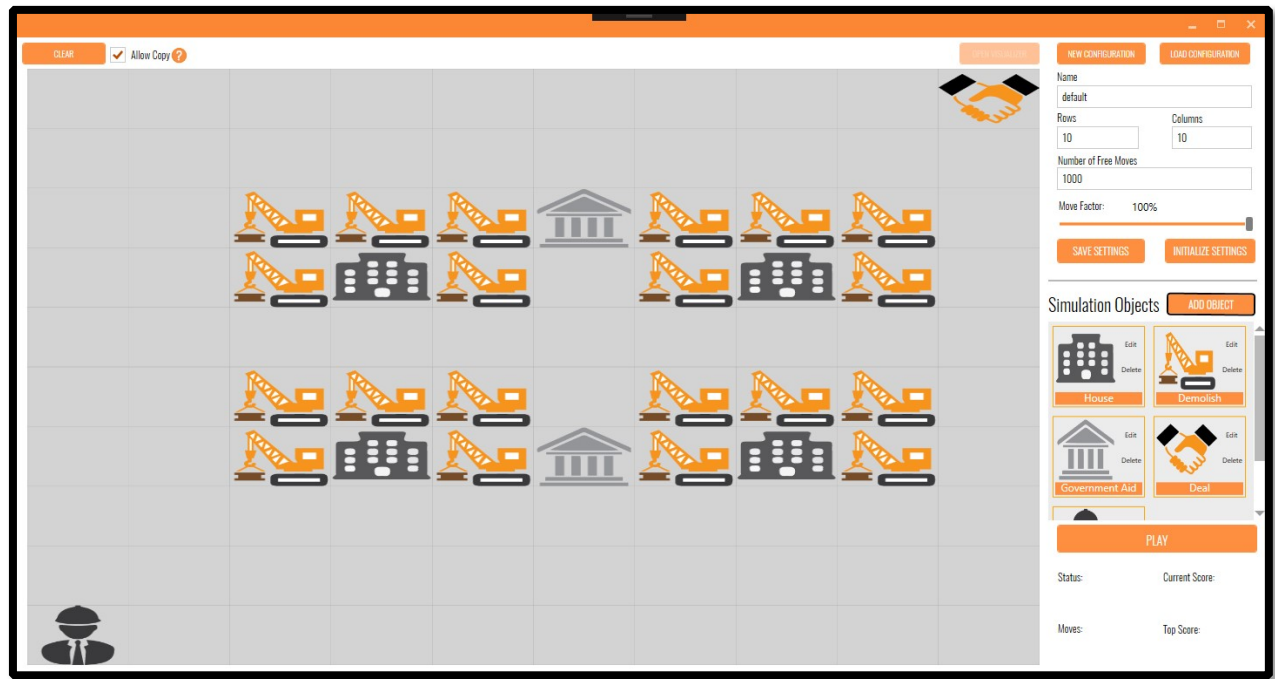


useAble

GOAL

The RLM Challenger Application was made with the intention to allow users to customize challenges for the RLM. A user can add objects that either increase or decrease the score and define the start and end to train the RLM, allowing it to find the most effective route possible to end the simulation.

Main Window



Play Area

The Play Area is where the Simulation Objects are populated and where the RLM interacts with them. The training of the RLM will depend on the Objects in this area which are predefined to affect the RLM's learning through scoring.

Configuration Settings

This is an information panel where you can set the details of your current configuration. The application comes built in with a default configuration that you can immediately use to train the RLM.

New Configuration button removes the current items on the Play Area and Simulation Objects.

Load Configuration button loads a previously save configuration.

The **Name** field allows you to define the name of your custom configuration.

The **Rows and Columns** field allows you to change the number of tiles of the Play Area.

The intellectual property disclosed in this document is covered by one or more issued or pending copyrights, patents, or trademarks. © 2017 useAible

The **Number of Free Moves** field gives the RLM an allowance of moves before it is applied a score deduction.

The **Move Factor** slider gives weight to the efficiency of moves of the RLM. To elaborate, if you set it to 50%, and the RLM did 1500 moves, you deduct the Number of Free Moves from the total then apply the percentage to it to get the score deduction applied to the RLM.

Save Settings button saves your current configuration to a config file, which you can load later.

Initialize Settings button reloads the Play Area based on the Rows and Columns you have set. This will remove any Simulation Object on the Play Area.

Simulation Objects

This is the list of the Simulation Objects added to the current configuration. The simulation objects are responsible in determining the behavior of the RLM in playing.

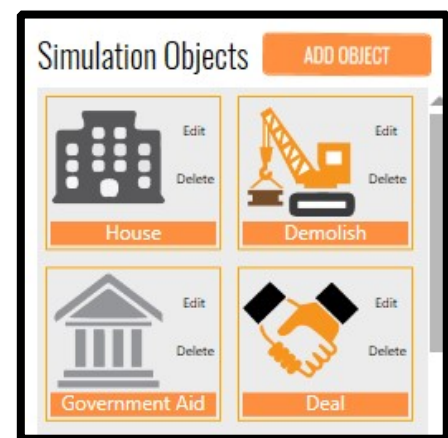
The **Add Object** button allows you to add more simulation objects to the current configuration.

The **Simulation Objects** panel (grey panel) is where the simulation objects are listed and here you are able to edit or delete each one.

Adding an Object

Simply click on the Add Object Button beside the Simulation Objects.

This will direct you to the New Simulation Object Window where you can change the details of the object.



Configuration Settings

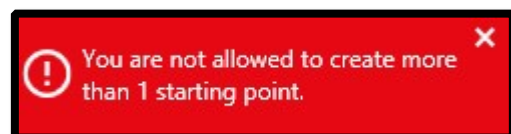
This Option area allows you to define the **Name** and **Score** (if allowed) of the Simulation Object.

The **Score** dictates how the RLM will train. Giving a simulation object a higher score will significantly change the behavior of the RLM and allow it to constantly interact with the object. This is also the area where you can **Save** your created Simulated Object.

Simulation Object Types

This is where you can select the type of behavior you can give the object you are creating.

Start Simulation makes the object the starting point of the RLM as well as set the look of the RLM player based on your chosen icon (**more on Icons later**). However, you cannot create more than one Start Simulation object.

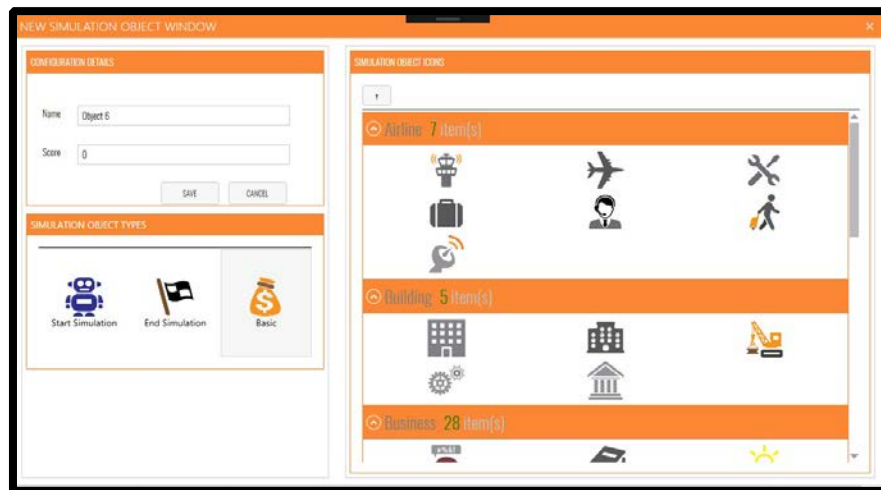


End Simulation type object dictates where the RLM will end. You can have multiple End Simulation objects, and once the RLM interacts with it, it ends the session.

Basic type objects are Simulation objects that you can populate the game area with to either add or subtract from the score of the RLM, training it. This is set through the Score setting that you saved on your object.

Simulation Object Icons

This is where you can set the appearance of the created Simulation Object. This area contains several premade icons with categories related to Business. Selecting an Icon here will set it as the appearance of the created Simulation Object.



Play statistics

Play/Stop Button allows you to start or stop the simulation.

Status indicates if it's Stopped, Initializing or Training. Initializing means that it's starting the database, then training indicates that the RLM is learning.

Moves show the total number of moves on the last session.

Current Score shows the score of the last session.

Top Score shows the highest score so far for the current training simulation.

