**Reinforcement Learning for Games**

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**Abstract:** The main idea behind this project is to understand one of the booming fields of artificial intelligence which is Reinforcement Learning. First and foremost, we understand the basic terminologies and the concepts of Reinforcement learning. The problems of Reinforcement learning is formulated as a Markov Decision Process (MDP). Then, we move to intermediate level, to understand more about the value function and policy function. The topics that are main focused in this project are Q learning, Deep Q Learning using Deep Learning networks. With respect to this project, I have created the tutorial blog series to capture my understanding and help other beginners to kickstart in the field of Reinforcement Learning.

**Background Research**

**Key Terminologies**

**Implementation**

**Important hyperparameters**

**Key Findings**

**Conclusion**

**Reference**

**Citations**