

Cave Runner

Play!

Options

.ui-container

.game-title

Cave Runner

.game-actions .action-group

.game-play
.button

.game-options
.button



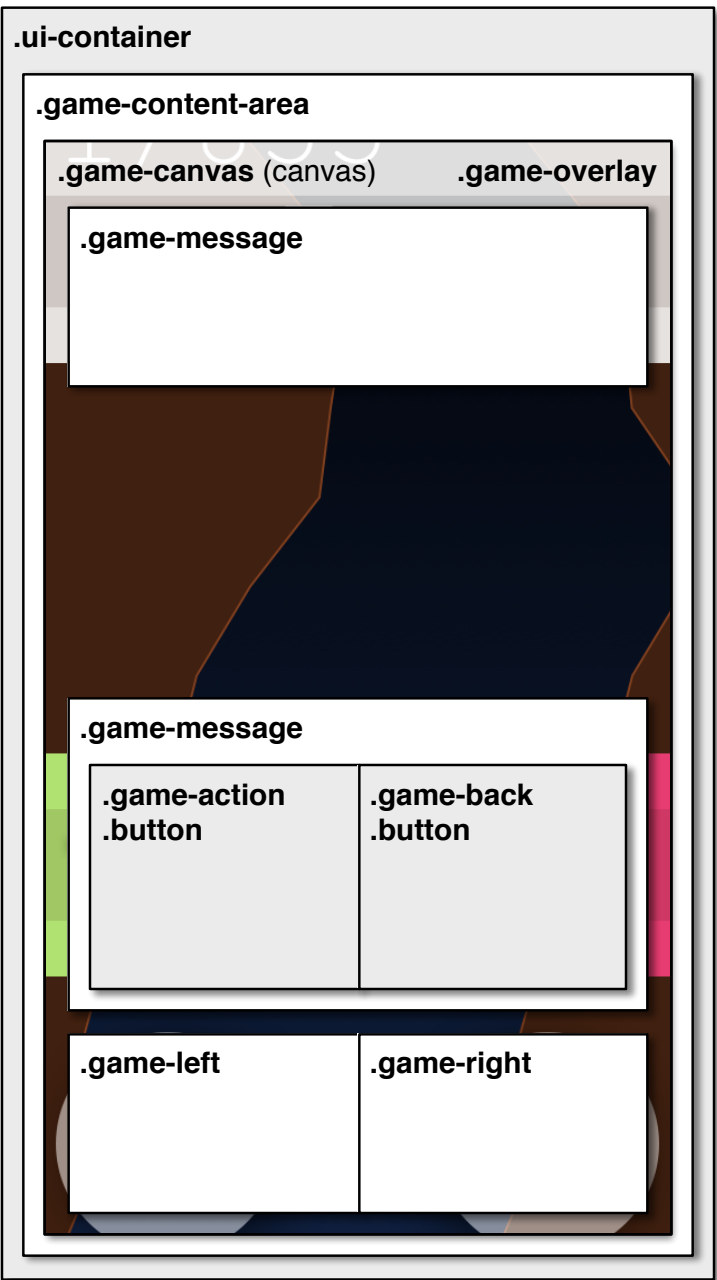
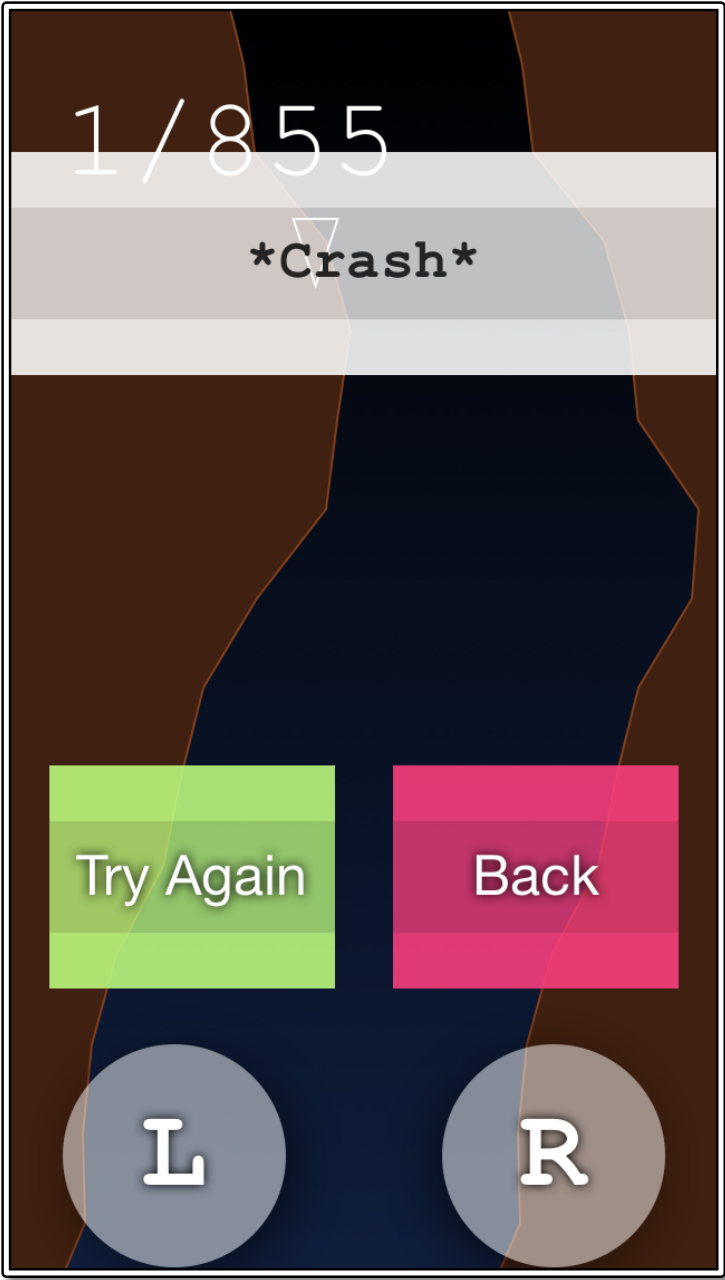
.ui-container

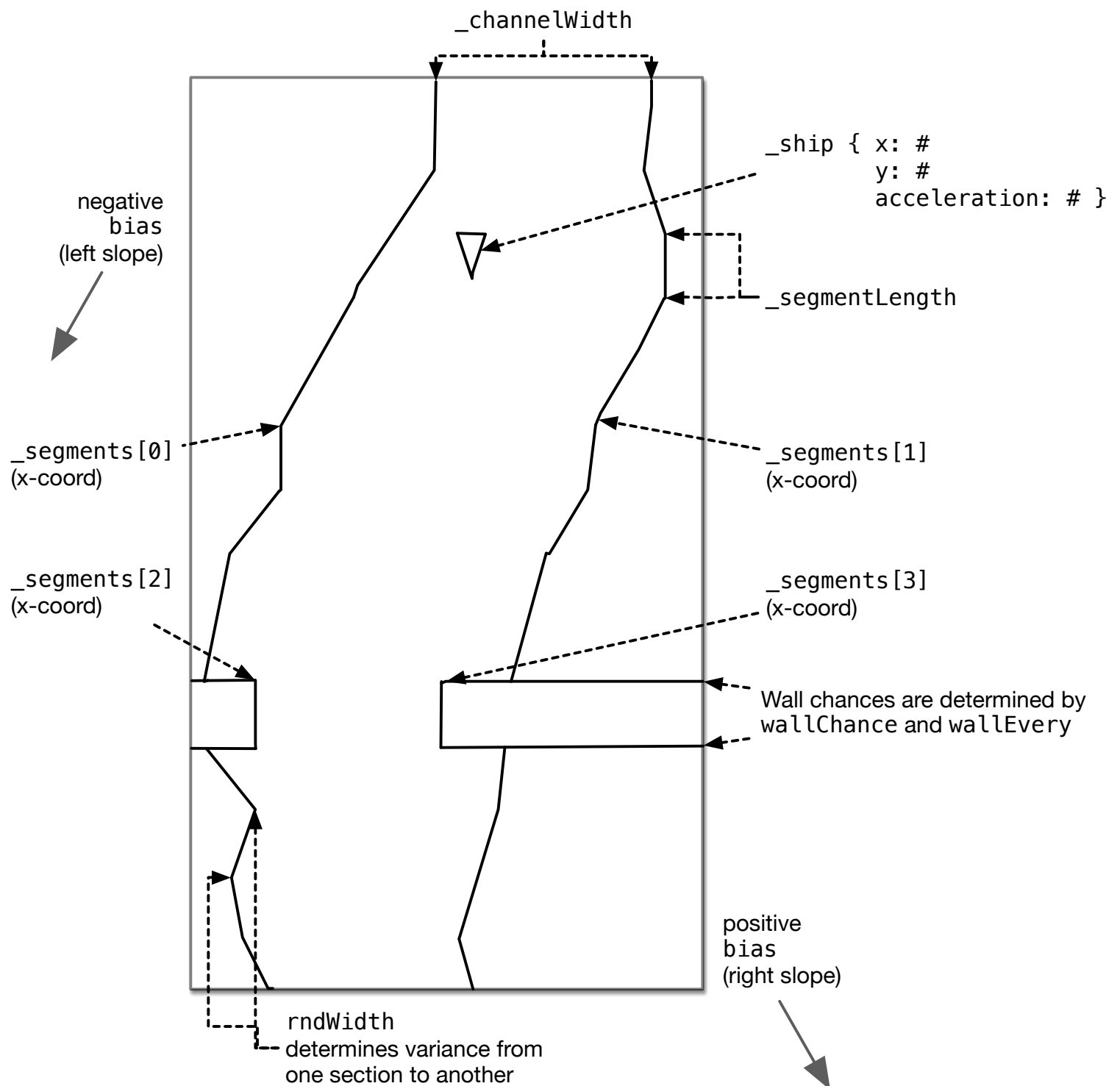
.control-scheme .action-group

.control-scheme-tilt .button	.control-scheme-tilt .button	.control-scheme-tilt .button
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.options-actions .action-group

.options-back .button





1 / 815

negative bias (left slope)

score

cave walls

ship

Walls are an extra obstacle the player must avoid and are randomly generated

positive bias (right slope)

The diagram illustrates a game environment with a ship (represented by a triangle) moving through a cave. The cave walls are shown as jagged lines. A score of 1 / 815 is displayed in the top left. A dashed arrow points from the ship to the score, labeled 'score'. Another dashed arrow points from the ship to the cave walls, labeled 'cave walls'. A solid arrow points from the ship to the left slope, labeled 'negative bias (left slope)'. A solid arrow points from the ship to the right slope, labeled 'positive bias (right slope)'. A text box states: 'Walls are an extra obstacle the player must avoid and are randomly generated'.

The diagram illustrates a 1D environment for a reinforcement learning task. A horizontal line represents the ground, with a jagged line above it representing the cave walls. A ship, represented by a downward-pointing triangle, is positioned on the ground. A score, represented by a downward-pointing triangle, is positioned above the ship. A dashed arrow points from the ship to the score, labeled "score". A dashed arrow points from the score to the cave walls, labeled "cave walls". A dashed arrow points from the cave walls to the ship, labeled "ship". A dashed arrow points from the ship to the cave walls, labeled "negative bias (left slope)". A dashed arrow points from the cave walls to the ship, labeled "positive bias (right slope)". A text box in the center states: "Walls are an extra obstacle the player must avoid and are randomly generated".

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