Note: the maps are reflected over the numbered axis from the values in the csv files (couldn’t figure out how to undo this easily)

Goal at center peak with switchback trail leading to it and barrier next to goal

10 by 10 Maps

Map 1:

Goal at the center peak with a switchback trail leading to it

Map 2:

Similar to Map 1 but the goal is moved to the opposite corner and the trail extended

Map 3:

Similar to Map 2 except there are two trails the agent can take

Some barriers are implemented in the center of the map and near the goal

Map 4: “If I were a rock climber…”

New map layout, with agent starting behind barriers

Map 5: “River Valley”

Three trail types connect the start and goal. The shortest but steepest cuts across the center. The medium-steepness comes across the closest side of the map. And the easiest follows the back of the map

20 by 20 Maps