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For the basic decaying epsilon greedy agent, a Q-Learning agent was chosen as the basic fallback agent to be used for the HexGame competition in case the more advanced Neural-Network based agent did not run. This agent is a standard Q-Learning agent that decides on an action based upon an epsilon-greedy policy that allows exploration for each state. However, the main difference between a standard Q-Learning agent and the one implemented for this project is that it this agent uses past game plays as a model for the current game play, going back as far as needed. This is accomplished by loading the Q-value tables of past game plays, stored in a JSON file, as the new starting Q-value table during the start of each new game play. Also, at the end of the game play, one can also request the agent to store the current Q-values into a JSON file to be used for future game play. This way, the experience of the agent grows linearly as the number of games are played, making the Q-values evermore accurate and increasing the knowledge of the agent.