Please find below the steps to execute the program successfully:  
  
1. Open Python IDLE and run the “gta\_vehicle\_without\_lanes.py” .  
  
2. Open the Game (Gta-SanAndreas) in window mode and keep it open on the left –top corner.  
 Play the game for couple of minutes to generate the training data.  
  
3. The training data will be saved on the object-detection folder as “training\_data\_XX\_.npy”  
  
4.After generating the training dataset for balancing data run the “balance\_data\_copy.py”.  
 It will show the results how many left, forward and right moves done.  
  
 5. Install Alexnet with tflearn in windows.  
 Keep the “Alexnet.py” in the object-detection folder.  
  
6. Run the “train\_model.py” with the numpy file which has generated earlier in the same directory.  
 The file will generate the metrics for trained values.  
  
7. Open the game again like step 2 and run the file “after\_balancing\_keys.py” .It will show the prediction  
 values as long as the game will play by itself. Keep the running file minimized and observe the game   
 performance.  
   
Note: In the Game first take a scooter and set it to first person view. The game should play in the daylight as it doesn’t give proper result if played at night. Set the screen resolution into 640\*800.  
  
  
  
  
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