

In the name of the god

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CA6 – AI

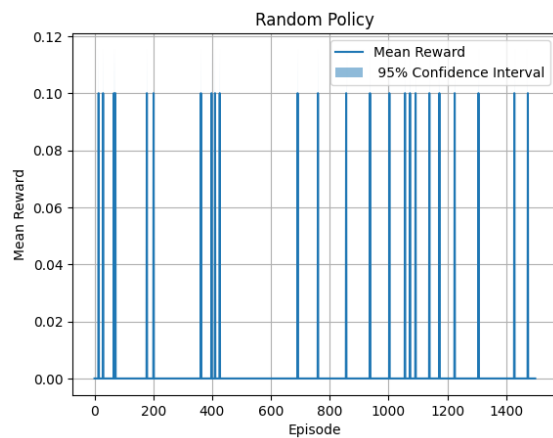
The state in this game is designed as below:

```
# States =  
# [danger straight, danger right, danger left,  
# moving direction,  
# food directions]
```

Which danger straight means that you forward block is the wall or other snake which you have a condition of losing.

There are 2 stages for danger, 4 for moving directions and 8 for food directions.

The reward plot for moving with random policy is shown below:



With small epsilon decay our q table doesn't work well and by increasing the value of the it gets more precise.

