# Team Report

**Team Name:** Raider Squad

**Reinforcement learning problem addressed:**  
 Train an agent to play the Suit Collector game.

**Team Member Accomplishments:**

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| --- | --- | --- | --- |
| Name | 3/24 | 4/14 | 4/28 |
| James Ballari | * Developed the game mechanics and reset function * Contributed to Phase 2 of the project, taking on the tasks of game * Worked on mechanics/reset and iteration 2 training * Contributed to the brainstorming and ideation process for both Phase 1 and Phase 2 |  |  |
| Aditya Chundi | * Worked on DQN and experience replay * Worked on testing and experimental training models * Contributed to the brainstorming and ideation process for both Phase 1 and Phase 2 |  |  |
| Akansha Devulapally | * Developed the epsilon-greedy * Worked on DQN and experience replay * Contributed to the brainstorming and ideation process for both Phase 1 and Phase 2 |  |  |
| Mugdha Ektare | * Worked on Phase 1 iteration 1. * Training of Phase 1 iteration 1 * Contributed to the brainstorming and ideation process for both Phase 1 and Phase 2 * Worked on Q learining |  |  |
| Tishya Sohankumar Thakkar | * Worked on DQN and experience replay * Worked step and render functions * Worked on training for phase 2 iteration 1 * Contributed to the brainstorming and ideation process for both Phase 1 and Phase 2 |  |  |