

Self-Playing Character using Reinforcement Learning

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Module name: Project Engineering

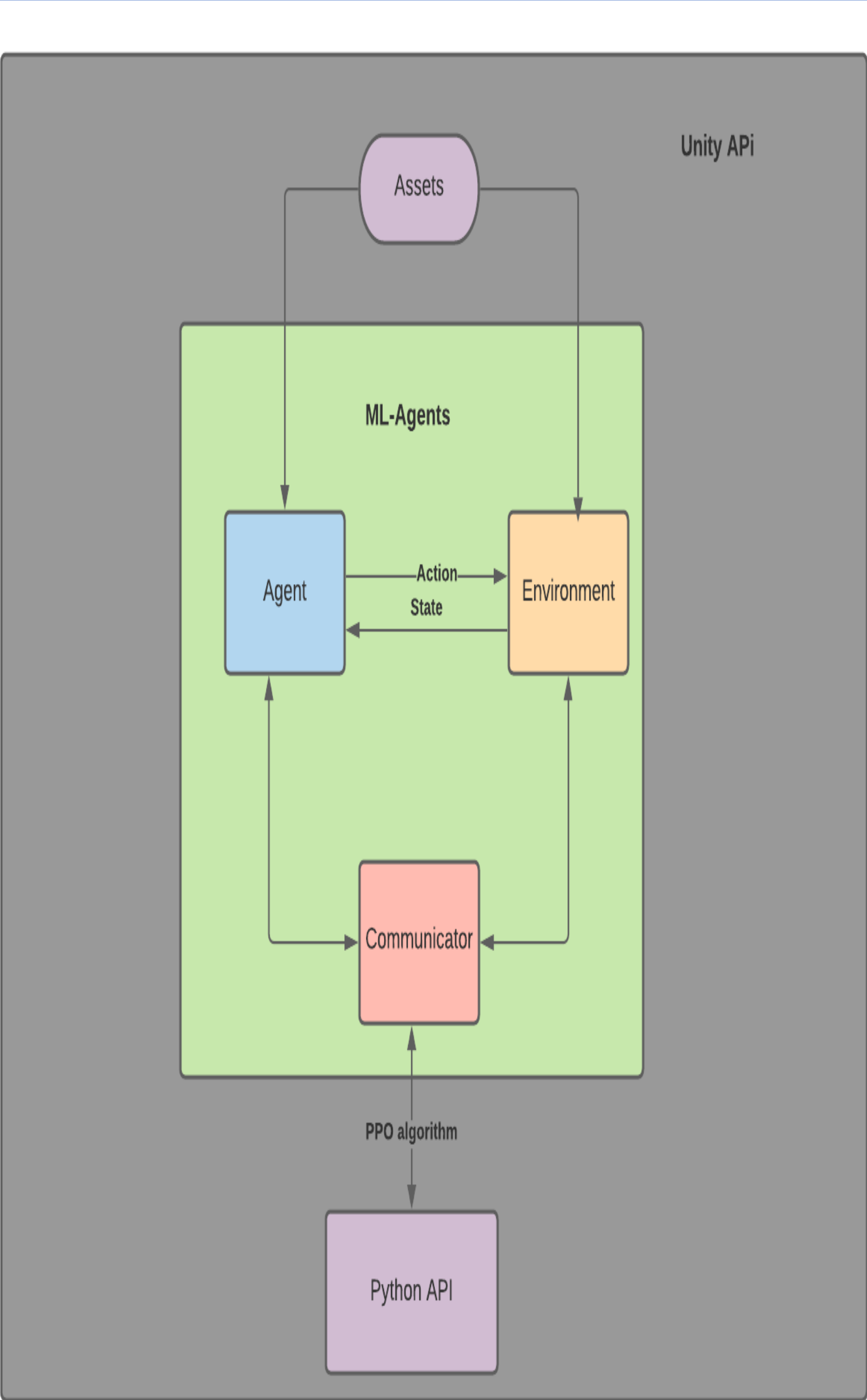
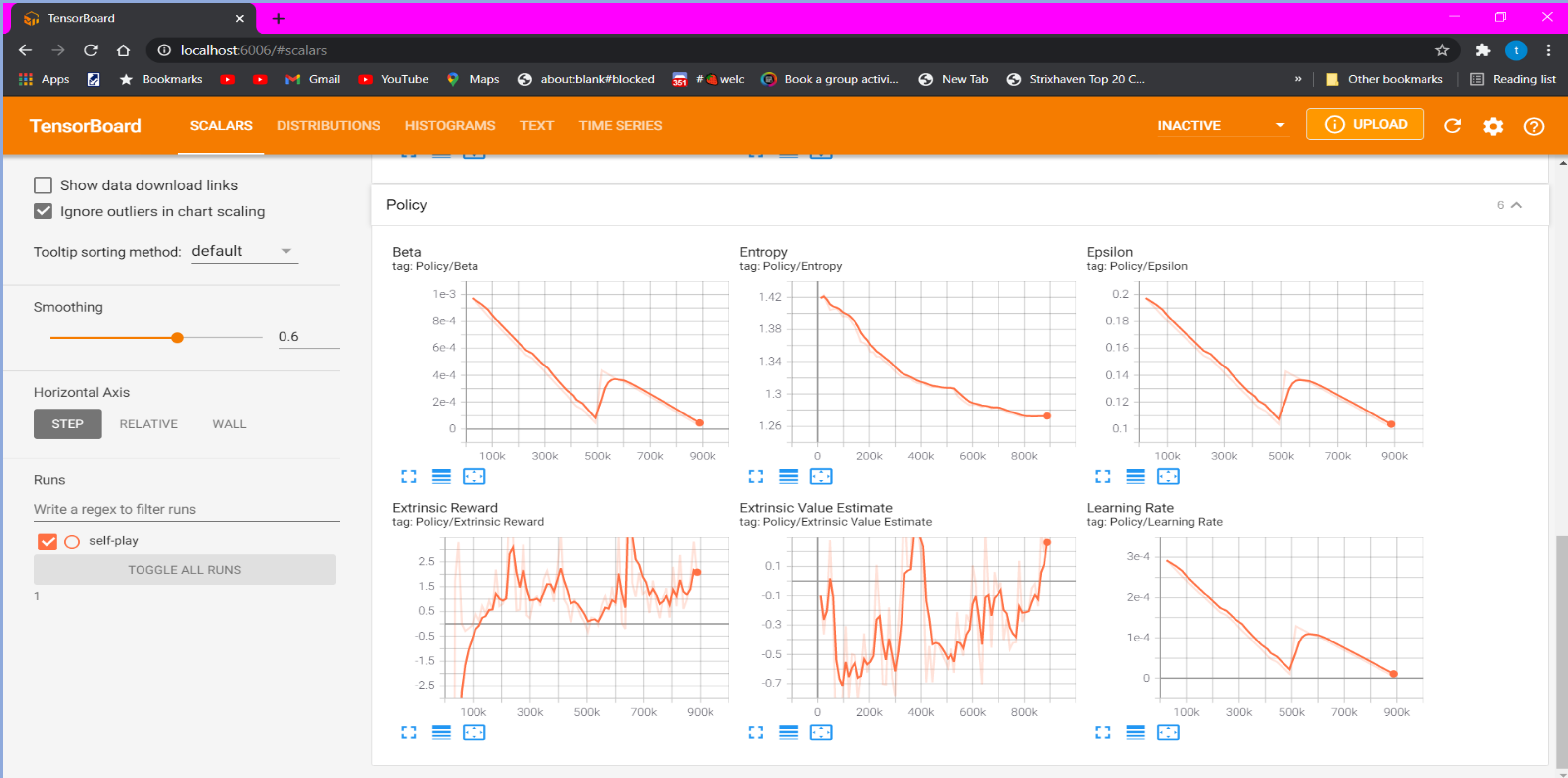
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Summary

The objective of this project is to create and shooting 2d arcade game using unity. The player is named Sanio he will be trained to complete as many levels and earn as many points as possible using reinforcement Learning. The project is programmed using C# and uses the unity engine to run the game. Each level gets for Sanio harder as enemies become harder to kill due to their attack boost and speed. Stronger enemies are rewarded by more points.

Results

The attributes of the trained agent is displayed with PyTorch.



Technologies used

