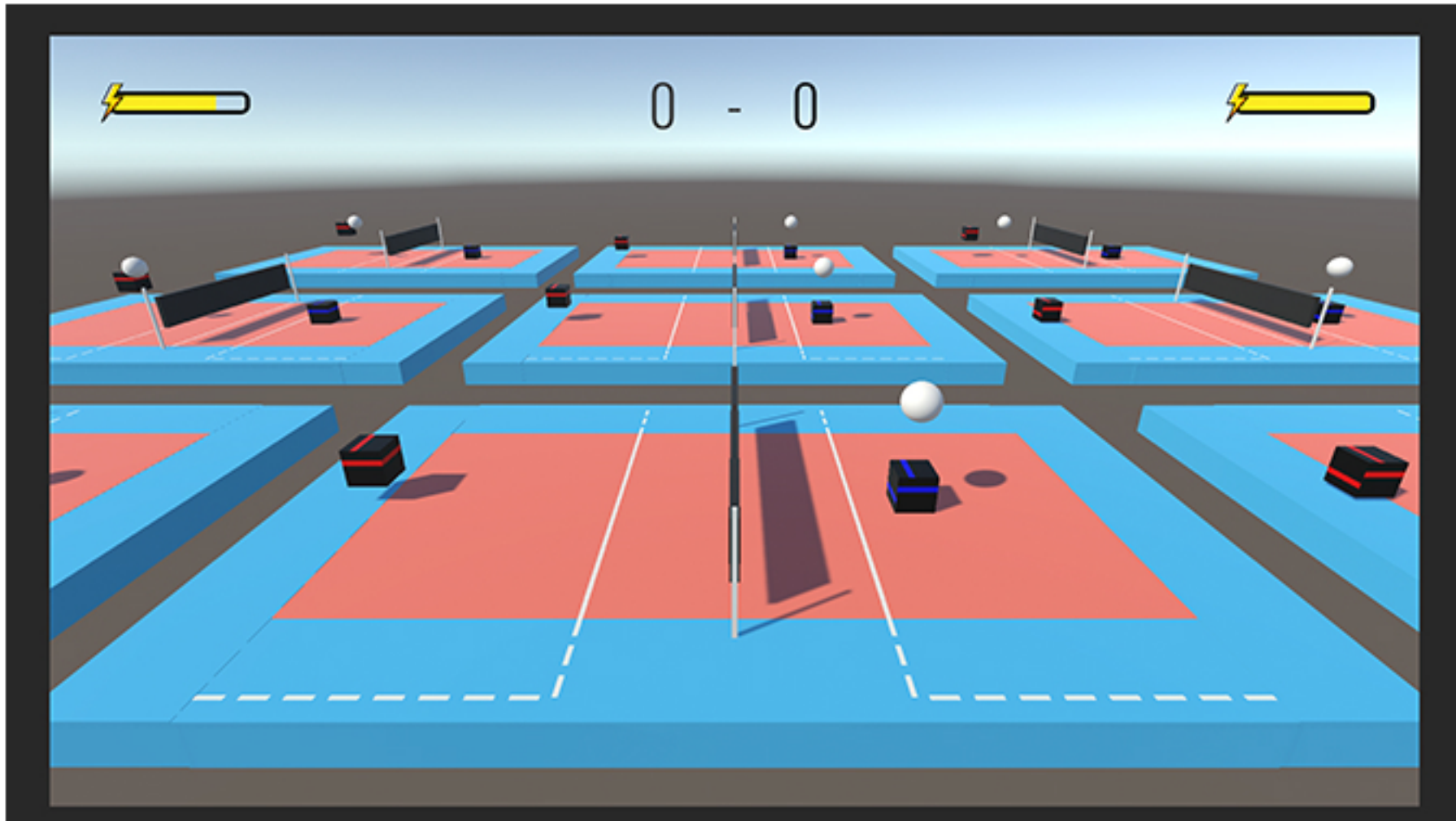


Reinforcement learning for 3D Volleyball

- Tamara Ilić & Uroš Poček -



Problem being solved:

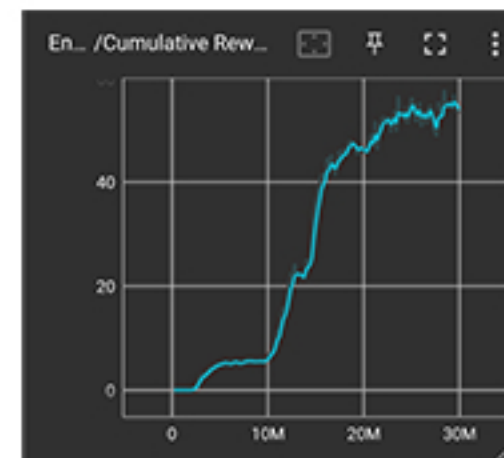
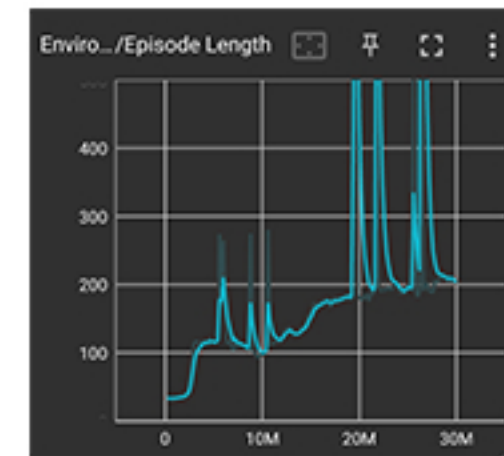
- Training agents to navigate successfully in 3D space and to play the game of volleyball in physics simulation.
- The actions offered to agent are moving, jumping, and spike.
- Main goal of the project is to learn agent which combination of moves will lead him to win points and match

Process to solution:

- We created the game using Unity, while the agent's logic uses Python and torch library.
- 2 algorithms one off-policy and one on-policy learning, compete against each other to evaluate the methodologies
- Hyperparameter tuning and evaluation of algorithm performance and best sensor inputs for our problem.

Evaluation:

On policy:



Off policy:

