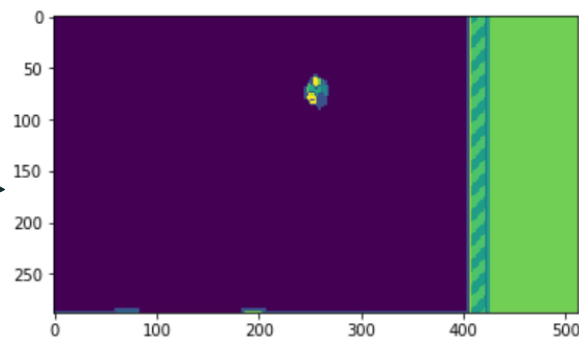


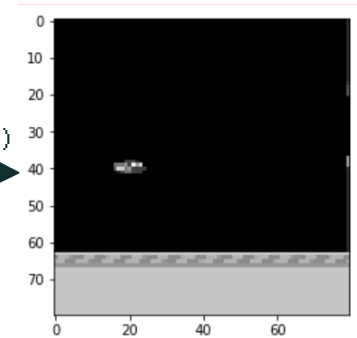
PyGame Display
[X, Y]
RGB[512, 288]

`pygame.
display.get_surface()`



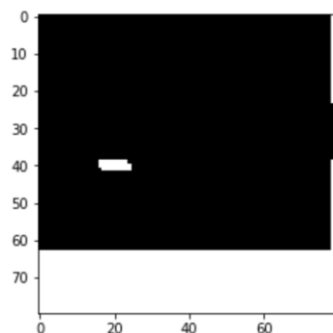
cv2 Image
[Y, X]
BGR[288, 512]

`cv2.transpose()
cv2.cvtColor()
cv2.COLOR_BGR2GRAY
cv2.resize([80, 80])`



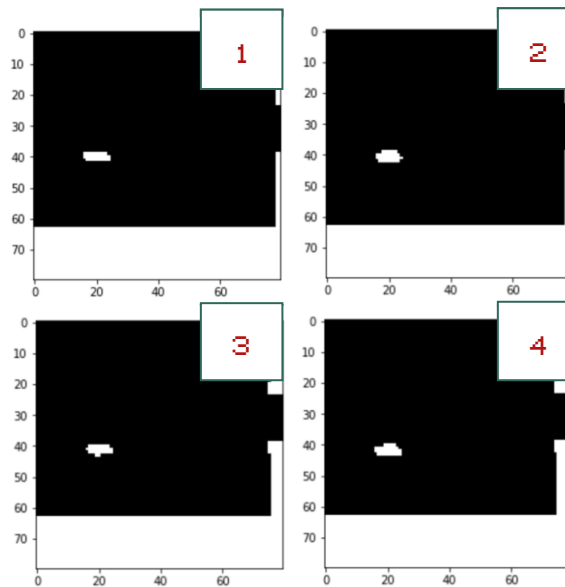
**cv2 Image
Transformed**
[X, Y]
Gray[80, 80]

`cv2.threshold(
[1, 255],
cv2.THRESH_BINARY
)`

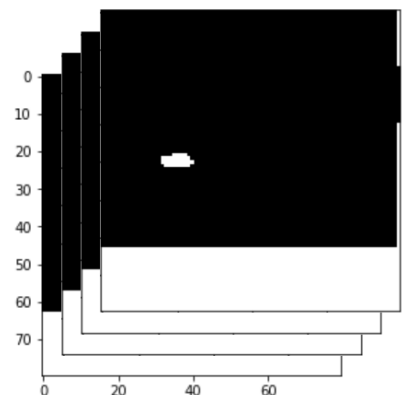


cv2 Image
Binary Threshold
[1, 255] → [0, 1]
BW[80, 80]

`stack(
[x1, x2, x3, x4]
)`



`tf.tensor(
(1, 80, 80, 4)
)`



Tensor
State Size: **4**
[1, 80, 80, 4]

*State size
can be
changed*

