Total three files:

1. `./game/flappy\_bird\_utils.py`, this file is to set images and sounds to show in the game screen

2. `./game/wrapped\_flappy\_bird.py`, this file is to set how the bird and pipes will behavior, including the gap size, positions and speeds.

Also in this file, the reward is defined as: move normally: 0.1, pass a pair of pipes: 1, fail: -1.

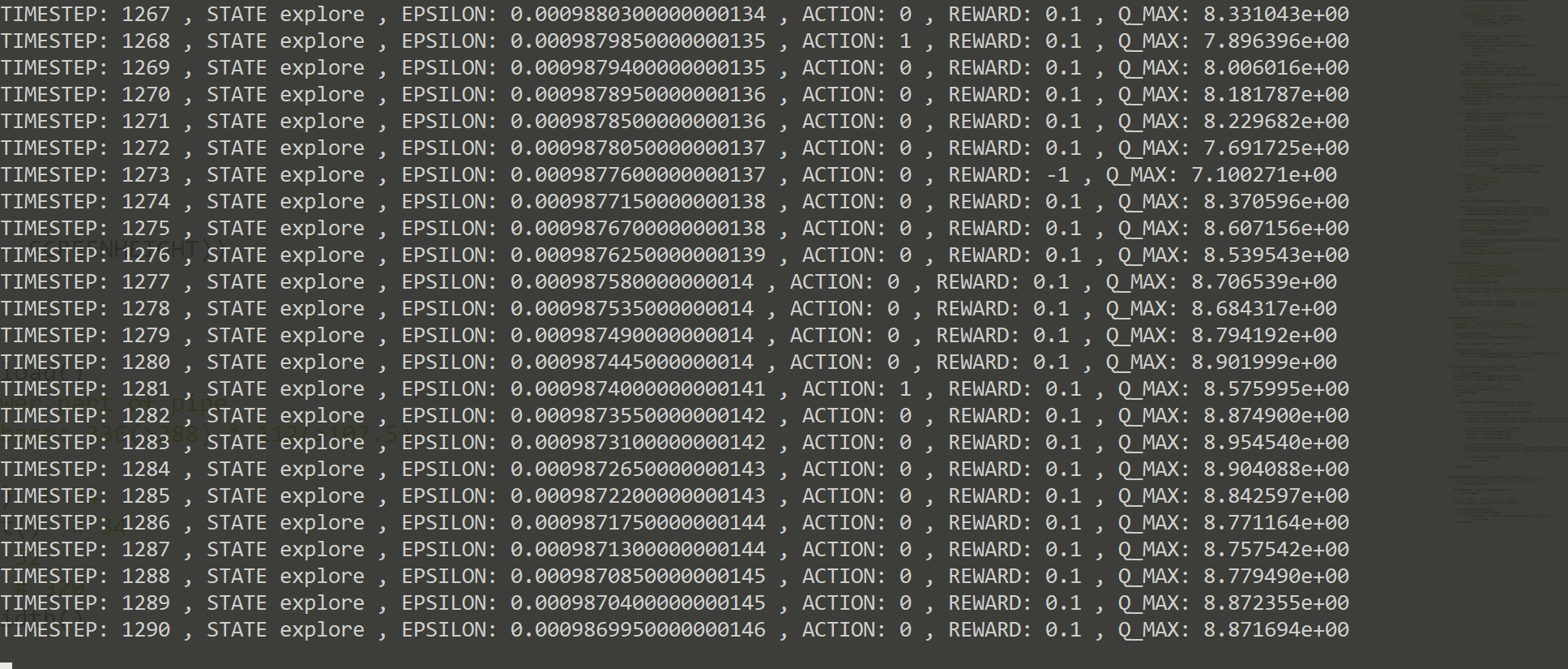
3. `./deep\_q\_network.py`, this is the main file.

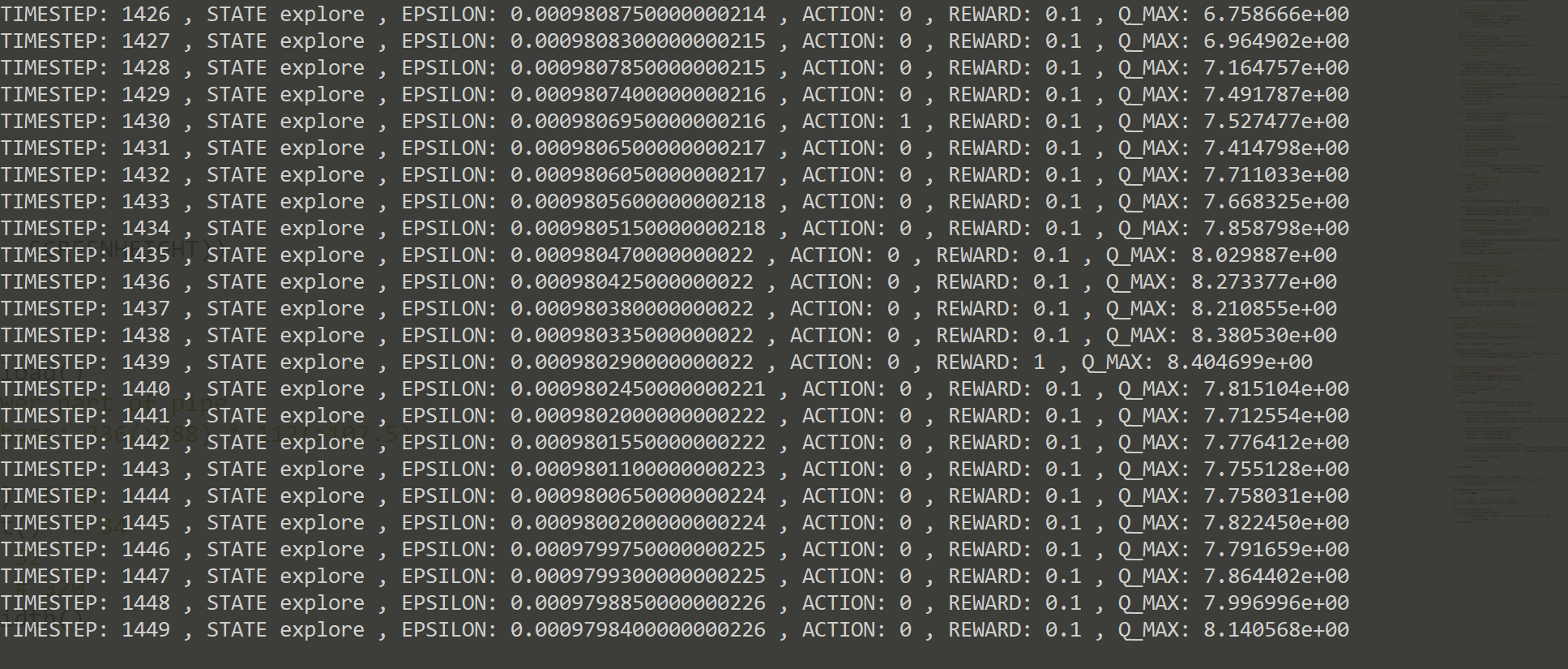
`createNetwork()` defined a conv network to process image (screen). We don’t need this for the milestone. This network is to take `input` and output `readout`.

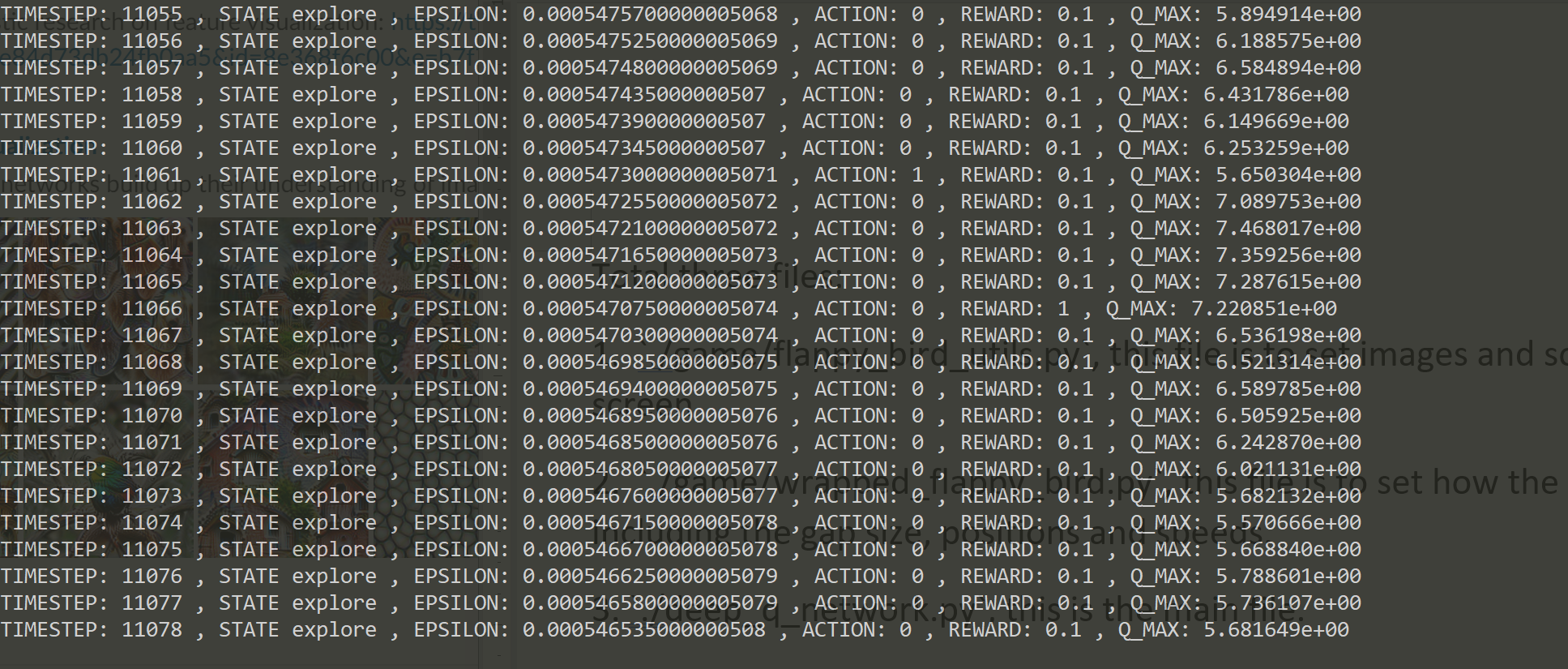
`trainNetwork()` is doing the simulation and training.

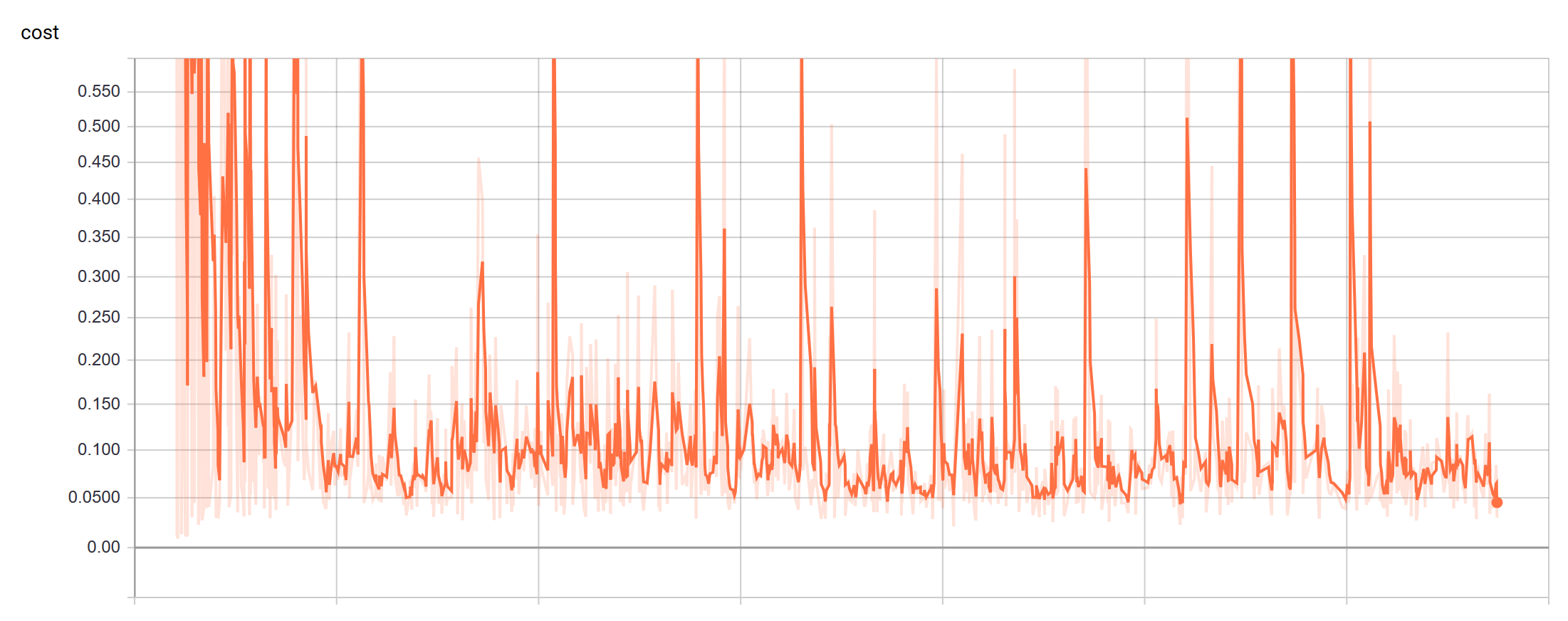
The training process is a standard DQN as described in Lecture 7 Page 33.

I made some small modifications to the codes.









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