

Meeting Notes

Topics to discuss

- ☒ What is the current status of the project
- ☒ What are the next steps?
- ☒ Team name
- ☒ Second model


Current status

- everyone worked on their own basic implementation, we compared them
- Working RL model that can pick up coins but has restrictions
 - only can see 4 spaces in each direction
 - can only see walls, crates, and coins, crates are not trained on yet
 - Can't see the whole board so can get stuck
- basic input features, basic reward function
- functional but not very good
- easily changeable to add more features

What are the next steps?

- some concept of global awareness
- add bombs, other players
- add feature what were the last few moves

Team name

- boom buddies
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Second model

- wording not clear

Next meeting

- crate and hunt down scenario
- 4.9. 10:30
- team name