

# Assignment 2

## 0 Possible Points

| 27/04/2022

Attempt 1



26/04/2022

Next Up: Review Feedback

Attempt 1 Score:  
N/A




View feedback

### Unlimited Attempts Allowed

19/03/2022 to 04/05/2022

#### Details

For this assignment you will work in groups of 3 (up to 5 students, minimum 1). The assignment aims to design and implement a deep reinforcement learning agent for a video game from OpenAI Gym. You must also include a brief report describing and discussing your solutions to the problems.

- This assignment is worth 15% of the total mark for COMP532
- 20% of the marks will be awarded for importing an OpenAI Gym game
- 20% of the marks will be awarded for creating a network
- 10% of the marks will be awarded for connecting of the game to the network
- 30% of the marks will be awarded for implementing the deep reinforcement learning model
- 20% of the marks will be awarded for discussing experimental results in the report
- Students will do the assignment in groups
- We expect 3 students in one group (it would be fine to have groups of 1, 2, 4 and 5 as well, but it is suggested to have groups of 3),
- Please use the following link to update your groups (Note this is a new link and need to recreate your group for Assignment 2)  
[https://docs.google.com/spreadsheets/d/1SIFq052BgkQP1koRUrP6Tv8BVh\\_ET5\\_Mds9Lmi1wl-8/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1SIFq052BgkQP1koRUrP6Tv8BVh_ET5_Mds9Lmi1wl-8/edit?usp=sharing)   
([https://docs.google.com/spreadsheets/d/1SIFq052BgkQP1koRUrP6Tv8BVh\\_ET5\\_Mds9Lmi1wl-8/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1SIFq052BgkQP1koRUrP6Tv8BVh_ET5_Mds9Lmi1wl-8/edit?usp=sharing))
- Only one **single** submission is needed for each group
- The **same marks** will be granted to all the members in the same group
- Please list all your group members (**names, emails, student ids**) in your submitted report