Utilizing open-source environments for development of Deep Q-learning models

* Researched existing open source environments that have similartities to Navy situations, specifically UxV navigation
  + WaterWorld
  + PuckWorld
  + Parallels with Navy Situation:
* Implemented Q-Networks (DQN) via Keras
  + Experience replay
  + Cost Function: minimization squared difference between Q-target and intermediate/future rewards

References

* “Reinforcement Learning, An Introduction” by Sutton & Barto (2nd ed.)
* <https://towardsdatascience.com/qrash-course-deep-q-networks-from-the-ground-up-1bbda41d3677>