

# Team 3 - Project 2 .gifs

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## Note:

- GIFS ADDED TO PRESENTATION FOR ORGANIZATION
- GIFS ARE MENTIONED IN REFLECTIONS IN NOTEBOOK

## Poor Performance (Initial Poor Player):



## Moderate Performance:



# Better Performance:



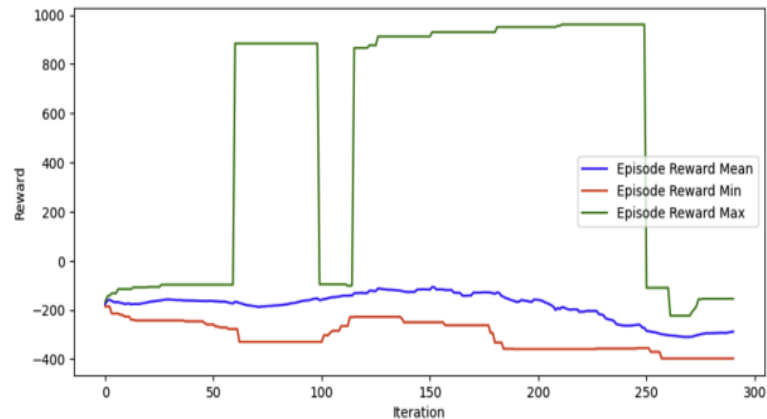
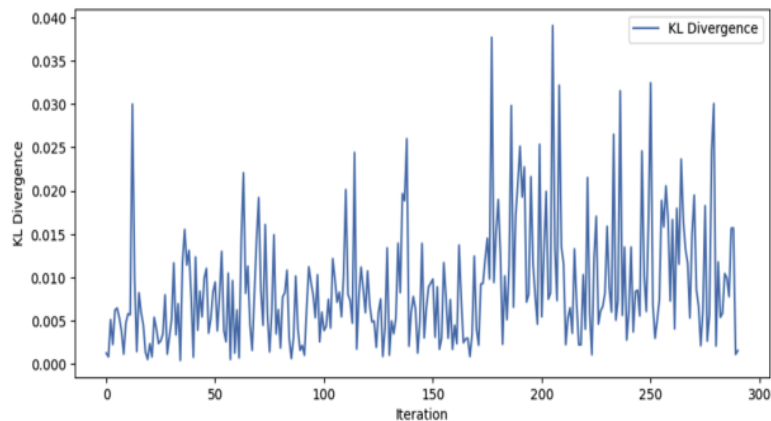
Best Performance:



# Common Errors 1, 2, 3:



# KL Divergence/Reward - Training Progress:





## Reflection:

- Improving the reward function and tweaking the observation space made a big difference. Rewarding the agent for getting closer to the puck and goal helped its performance
- Adding details like puck velocity to the observation space made the agent's decisions much better
- If we could do it again, we'd start with a stronger reward system and spend more time tuning hyperparameters earlier
- Trying out better exploration and training techniques sooner would have saved us time and headaches