Task 1: Implement a basic driving agent

Implement the basic driving agent, which processes the following inputs at each time step:

* Next waypoint location, relative to its current location and heading,
* Intersection state (traffic light and presence of cars), and,
* Current deadline value (time steps remaining),

And produces some random move/action (None, 'forward', 'left', 'right'). In your report, mention what you see in the agent’s behaviour. Does it eventually make it to the target location?

I moved the code that checks if an action is ok from the “*update*” method on the “**DummyAgent**” class to a function called “*check\_if\_action\_is\_ok*” inside the “**Agent**” class, so I can use it on the “*update*” method on the “**LearningAgent**” class, avoiding code duplication.