

Atari Breakout Reinforcement Learning Environment

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Abstract

Atari Breakout environment implementation and training an agent using multiple algorithms over a generated environment (changing brick layouts)

1. Introduction

Our project is implementing an Atari breakout environment and training an agent to play it across general levels. The project repository can be found here: <https://github.com/duoduocai-dot/csc498-project>

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2. Motivation and Impact

3. Intuition