Teach a Quadcopter How to Fly

Meets Specifications

Training a quadcopter how to fly is not an easy task but you did a wonderful job!

For more information about learning about the Reward Function please refer to the following resource:

https://arxiv.org/pdf/1801.09624.pdf

Congratulations and good luck with your Nanodegree!

Define the Task, Define the Agent, and Train Your Agent!

The `agent.py` file contains a functional implementation of a reinforcement learning algorithm.

Good job! You implemented a reinforcement learning algorithm.

The `Quadcopter_Project.ipynb` notebook includes code to train the agent.

I ran your code in `Quadcopter_Project.ipynb` on my computer and it executes without any errors! Good job!

Plot the Rewards

A plot of rewards per episode is used to illustrate how the agent learns over time.

Good job including a plot of rewards!

Reflections

The submission describes the task and reward function, and the description lines up with the implementation in `task.py`. It is clear how the reward function can be used to guide the agent to accomplish the task.

Well done! You described the reward function for your task!

The submission provides a detailed description of the agent in `agent.py`.

You provided a detailed description in your `agent.py`

The submission discusses the rewards plot. Ideally, the plot shows that the agent has learned (with episode rewards that are gradually increasing). If not, the submission describes in detail various attempted settings (hyperparameters and architectures, etc) that were tested to teach the agent.

Your discussion of the rewards plot meets specification.

A brief overall summary of the experience working on the project is provided, with ideas for further improving the project.
Overall summary included describing your thoughts! Glad to know that this project helped you learn new things!

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