[reference: https://gym.openai.com/docs/]

* Create environment (choose which game to play)

env = gym.make(<game\_name>)

* How to interact with the environment
  + Observe and take action

<observation> = env.step(<action>) // the <observation> is the following result of <action>

// <action> 🡺 <observation>

The <observation> is the list of 4 object

<observation> = [obs, reward, done, info]

* + - obs [object (usually list of number)]

An environment-specific object that represent the observation of the current environment.

This is strictly-defined observation

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* + - reward [float]

Amount of reward getting from last action

* + - done [boolean]

True if the game is over; False if not. It can be the indicator of when to reset the game

* + - info [dict]

diagonostic information for debugging. Official evaluations of the agent are not allowed to use this information.

* + Show the gaming on screen

env.render() // only show the frame of current step

// need to be called repeatedly to get continous stream

* + Reset the environment

<observation> = env.reset() // <observation> is the first observation of the game

* Get the action meanings

<description> = env.unwrapped.get\_action\_meanings() // it only works for some games

// <description> is a list where index is action and value is the meanings

* Get random action