Question:

You can implement ANY GAME OF YOUR CHOICE, either in Python or another programming language of your choice as well. Within this game, your goal is to develop a **learning agent utilising Double DQN and another agent utilising Duelling DQN,** both of them gaining proficiency in the game through experimentation, making moves, and obtaining rewards or penalties based on whether those moves result in a victory, defeat, or tie.

You are permitted to utilise standard libraries like TensorFlow, Keras, pandas, numpy, and similar tools.

To be clear and precise your code should have the following components: Establishing the ecosystem/environment, Outlining the gameplay, Constructing the Double DQN AND Duelling DQN reinforcement learning framework, Conducting model training, Evaluating the model and providing a comparison between the two.