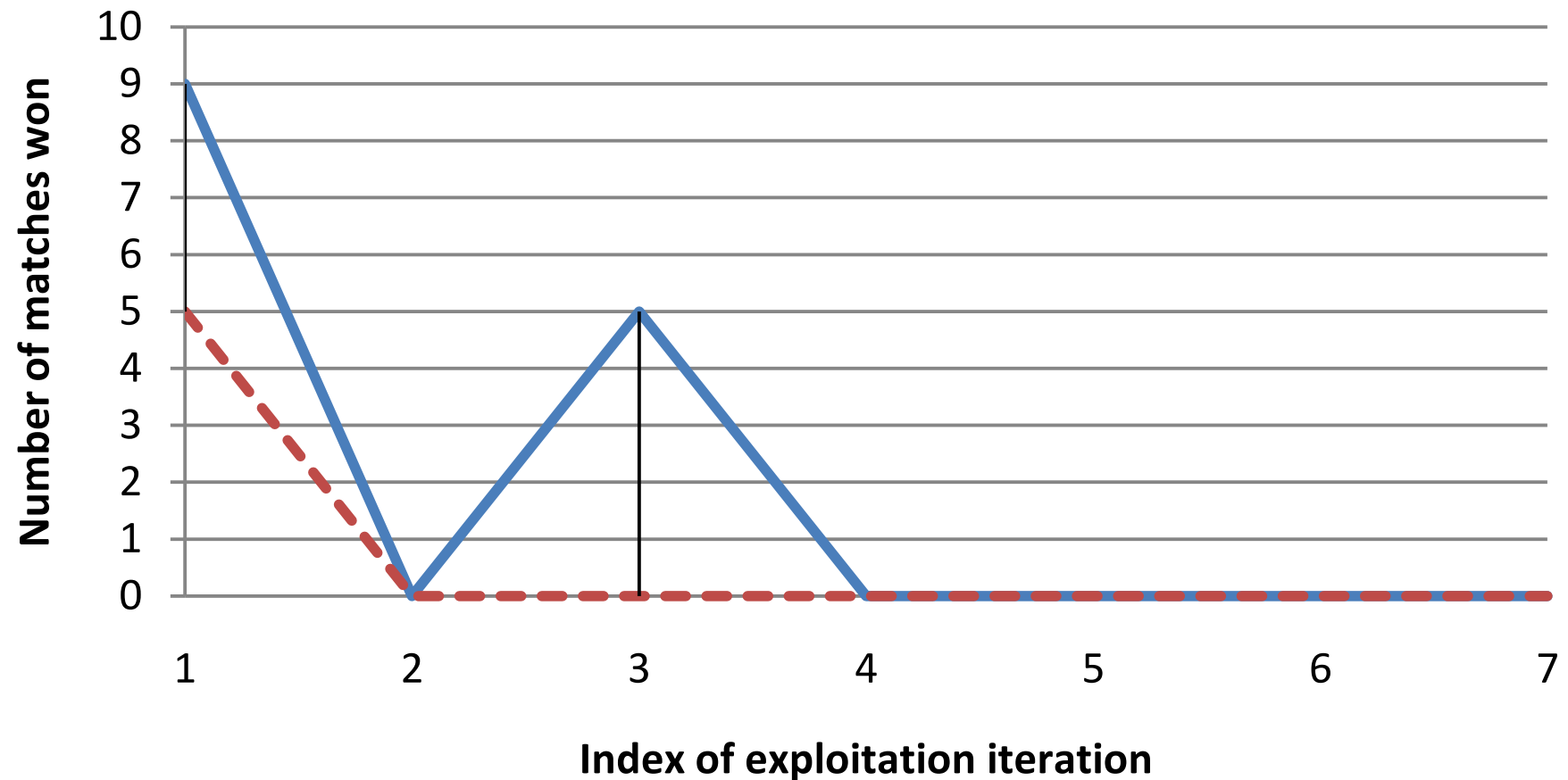


14 inputs (two distance representation approaches), reward: hit opponent, loose hp



- 14 inputs (with continuous distance), reward: Hit opponent, loose hp
- - - 14 inputs (with distance state), reward: hit opponent, loose hp