UDACITY

PROJECT SPECIFICATION

Teach a Quadcopter How to Fly

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

CRITERIA	MEETS SPECIFICATIONS
Implement agent	The `agent.py` file contains a functional implementation of a reinforcement learning algorithm.
Train the agent	The `Quadcopter_Project.ipynb` notebook includes code to train the agent.

Plot the Rewards

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

Reflections

CRITERIA	MEETS SPECIFICATIONS
Question 1	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.
Question 2	The submission provides a detailed description of the agent in `agent.py`.
Question 3	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.
Question 4	A brief overall summary of the experience working on the project is provided, with ideas for further improving the project.

Student FAQ