In your report, mention what you see in the agent’s behavior. Does it eventually make it to the target location?

I got the simple version of the program running with the primary agent making uniformly random choices about what to do during each time step (“[None, 'forward', 'left', 'right']”). When I ran the program this way, the primary agent is basically wandering around the map randomly. There are times when it is waiting at a light for several time steps and changes its mind about which directions to go since its random direction is getting updated every time step. It is also getting a lot of penalties from the reward function, because it is randomly breaking traffic laws by trying to turn/go straight when it is not allowed etc., and accidentally crashing into other cars (agents). Despite all of this, if you sit and watch long enough, it does eventually make it to the target location.