# Contribution

The project could be divided into three main phases. The first phase was the orientation in the literature concerning deep reinforcement learning and applying it to a game environment. Everyone had to read several literature articles and needed to have a basic understanding of the different methods, such that everyone could implement the different methods into neural networks or reinforcement learning methods. The second phase was exploring the possibilities of deep reinforcement methods in specific environments. Jeffrey and Jordi focused on experimenting with the simple environments of OpenAI gym such as the Pendulum and CartPole. Roel focused on trying to create an Atari environment that could be used for the final experiments of the project. Sadly, due to memory leaks during the execution of the script it was impossible to run an Atari environment. This meant that the simple environments, that Jeffrey and Jordi experimented with, needed to be used. The last phase was creating a project around these simple environments.

The contributions for the last phase were as followed. Roel focused on the theoretical and methodical aspect of the report. Jordi looked at a possible experiment that could be performed on the CartPole and Pendulum environment. Afterwards the different architectures and parameter tuning was also performed by Jordi. Jeffrey focused on the creating and maintaining a repo for all the progress and Jeffrey worked on the approach of the project. Because of the first meeting with Elena, a status report needed to be hand in each week. Jordi did the communication and creation of the status report.

## Self-evaluation

Jeffrey

Roel

Jordi