This Deep Reinforcement project aimed to train an agent to be able to control their own movement as well as control custom animation rigs to swing weapons and block dynamically at one another, they were given the ability to swing or stab with a spear, at an opponent, and manoeuvre their shields all on custom animation rigging. Again, for this project I used a reward system with the ultimate goal of creating a moderate sized neural network to be an accompanying brain to an AI to help create dynamic fighters, while the goal found some success the brains got predictably really big due to the complexity and amount of inputs. They learned to strike multiple vital locations and position their shields based off the opponents’ animations to some success, they faced the famous NVIDEA problem of running away or backing off at times when taking critical damage, so when reviewing the code, it seems harsh on the punishments for running away you’ll see why hah! But yes this was a really exciting dive into how machine learning can be used for limb control and react dynamically to their environment in how the control them.