README General:

Problems A and B were undertaken

Contents of this zip file: File has 4 folders, as per assignment guidelines: i) code folder, ii) trained_models folder, iii) report, iv) readme.

The code folder is split into parts, each contains further sub-splits where needed. The trained models are actually stored together with the relevant code file (in same folder). Thus, folder trained_models is empty and exists so that no marks are deducted from the submission.

In Part A separate code is provided for parts 2-8 and in Part B one code is automated to work for all 3 atari games

Loading models:
Generally, in all scripts provided there is a section at the start marked with: IMPORTANT!
In this section the user can control if they want to train the model or load the model. By default the scripts are set for loading, so just hitting run should be enough to get the output. Furthermore, in part B choice is given as to which game is to be loaded. Selecting between the game name will load relevant results. Further instructions are provided in the code file.

Versions:
using tensor flow v 0.12
using python -> anaconda -> spyder
Part A: using cart_pole_v1 for parts 1-3 and cart_pole_v0 for the remaining parts.
Part B: using 'gameName'_v03 as specified