1.Install necessary libraries: Before you start coding, you need to install the necessary libraries such as TensorFlow, Keras, OpenAI Gym, NumPy, and Matplotlib. You can use pip to install these libraries.

2.Load the Atari environment: OpenAI Gym provides a set of Atari environments that you can use to train your agent. You need to load the Atari environment that you want to train your agent on.

3.Preprocess the input: The Atari environment provides raw pixel data as input, which can be too large to handle. Therefore, you need to preprocess the input to reduce its dimensionality and make it easier for the neural network to learn. You can use techniques like downsampling and grayscale conversion to preprocess the input.

4.Define the neural network: You need to define a neural network that can take the preprocessed input as input and output the Q-values of the possible actions. You can use a convolutional neural network (CNN) for this purpose.

5.Define the Deep Q-Learning algorithm: The Deep Q-Learning algorithm is a variant of Q-Learning that uses a deep neural network to estimate the Q-values. You need to define the algorithm and set its hyperparameters, such as the learning rate, discount factor, and exploration rate.

6.Train the agent: You need to train the agent by running the Deep Q-Learning algorithm on the Atari environment. During training, the agent will explore the environment and update its Q-values based on the rewards it receives.

7.Test the agent: After training, you can test the agent by running it on the Atari environment and evaluating its performance. You can use metrics such as the average score and the maximum score to evaluate the performance of the agent.

8.Tune the hyperparameters: The performance of the agent depends on the choice of hyperparameters. You need to tune the hyperparameters to improve the performance of the agent.

9.Save the model: Once you're satisfied with the performance of the agent, you can save the trained model so that you can use it later.

These are the basic steps for coding in Python for Atari game with Deep Reinforcement Learning. Remember that Deep Reinforcement Learning is a complex and computationally intensive task, so it may take some time to train the agent.