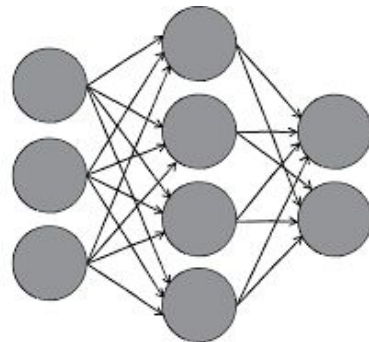


OpenAI Atari Bot

**Yash Bhutwala, Matt McNally,
Kenny Rader, John Simmons**

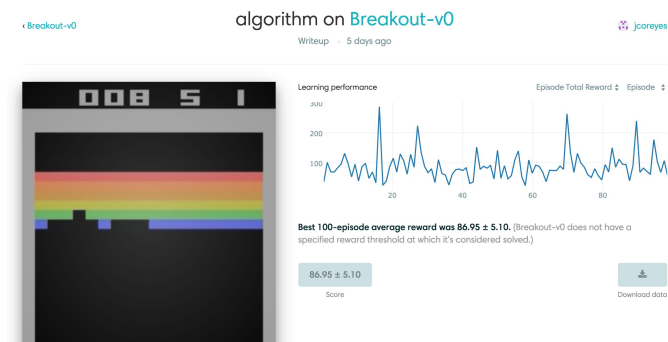
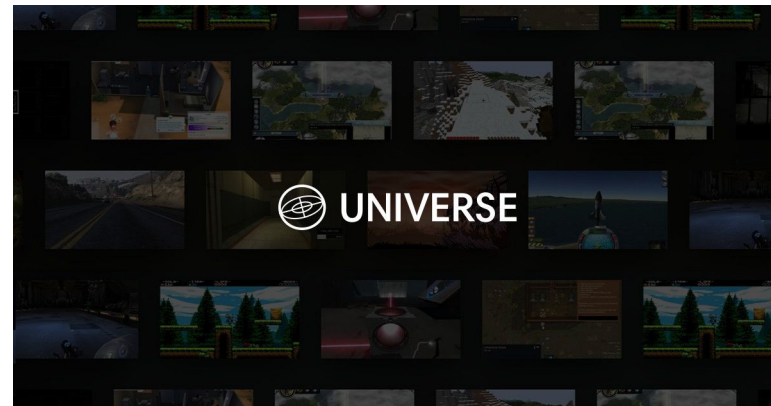
The Project

- Multiple environments - Atari (OpenAI Gym)
- Uses past experience - Reinforcement Learning
- Utilizing Tensor Flow



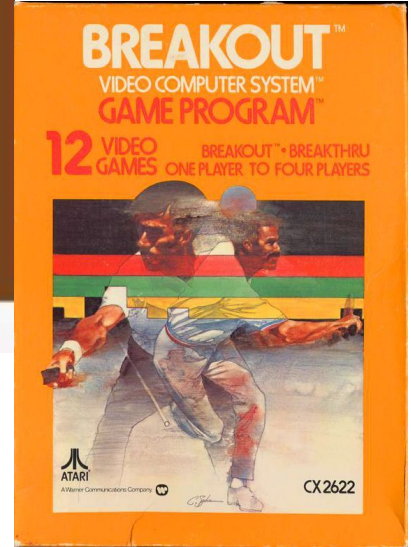
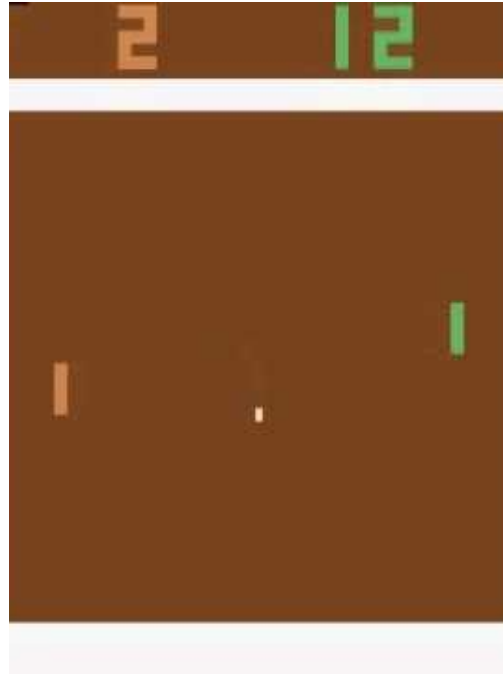
Implementation - Tensor Flow and Neural Nets

- Train agent in one environment:
 - i.e: Pong
- Test how it performs in three other environments:
 - Coaster Racer
 - Breakout
 - Slither.io



Environment - Atari Games

The key idea is to develop a single AI agent that can be trained to apply its past experience on various Atari game environments to quickly master different, unfamiliar, environments.



The Goal

- A bot that will beat all of you in pong
- Able to adjust to similar but different environments
 - And perform well

