Through combined with unity and our python environment, we can download our mlagents package to work on it. And I picked and reproduced a 3Dball experiment in some tests by using reinforcement learning.

In this experiment, I chose 3d balls as my agents. I let them get familiar with this process by constantly learning to head the ball. Agents should recognize and learn this skill in the constant heading process. If the ball slips from the head of the agents, it will fail. Through repeated practice, and I will experiment through different tests, eventually the agents should be able to head the ball in the variable environment.

