

Project Proposal

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1 Introduction

Whats our project about roughly.

2 Environment

Map with Holes (possibly moving –i foes), goal (final –i finite time horizon OR not final goals (i.e. fruits) –i agent wants to maximize collected fruits), dynamics (stochastic or deterministic), poss. wind (mooves player slightly in one direction, direction changes with time)

Agent doesnt get the whole map, but sees only area around himself (possible complication, agent sees more if he eats a fruit)

Reasons for choosing this environment.

3 Algorithm

Algorithm choice, ...