

## **Abstract**

Recent advancements in deep reinforcement learning have been applied to a wide range of games; from Atari based games in the earliest works, to more modern titles like StarCraft II: Wings of Liberty. Exploration of the game environments in first person shooters (FPS) have focused primarily upon multiplayer environments. This work will focus on applying cutting-edge deep reinforcement learning techniques to single-player environments, both algorithmically generated and human created.