SMBBot Changes

1.0 – Simple bot using SARSA(0) for each x-y position on map

1.1 – Changed to state aggregation using tile\_size 16 reducing to 1 after learning for long enough, using SARSA(0)

1.2 – Changed to n-step SARSA learning

1.2.1 – Fixed issue of dying being better than finishing the level, death is not the end of an episode

1.2.2 – Moved the retrieval on nextstateaction into a function to clean up the code, not finished.