Nils Meijer 466301

Advanced Tools | Evaluation Proposal

Ideas (2022)

* AI learns to climb
* AI learns to avoid bullets

Get points for every second not getting hit. Lose points for every bullet that did hit. Simulation ends when health <= 0. Should eventually learn to find cover.

Parameters: move speed, amount of cover points.

* AI learns to throw balls in a basket.

Ideas (2024)

* AI plays The Floor is Lava

Implement Deep Q-Network (?) on a “the floor is lava game” in Unity and let it survive for as long as possible and getting as many coins as possible with different parameters for samples (game simulations played) and move speed vs jump height, coin worth, lava area size, and compare the different results with their respective parameters.

Top of Form