

Homework01

Task 01

State description

8x8 fields where each of the game characters can be placed on

Actions

all actions that each character can make

Reward

positive or negative reward for winning or losing (has to be higher than beating all other characters), +1 for defeating a character, -1 for losing own character

Policy

maximizing reward

Task 02

State description

There are 8 states: the coordinates of the lander in x & y, its linear velocities in x & y, its angle, its angular velocity, and two booleans that represent whether each leg is in contact with the ground or not.

Actions

Boosting each of the three engines

Policy description

chooses the action based on the current state