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# RL-reversi

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## 1 Problem Statement

We are working on using Reinforcement Learning to teach an agent to play the game Reversi/Othello through self-play.

## 2 Feasibility

## 3 Milestones

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Table 1: Milestone Dates

Part	
Date	Milestone
30/10/2023	Enviroment Demo
06/12/2023	Result Demo
10/12/2023	Project Report

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The References are in APA style

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