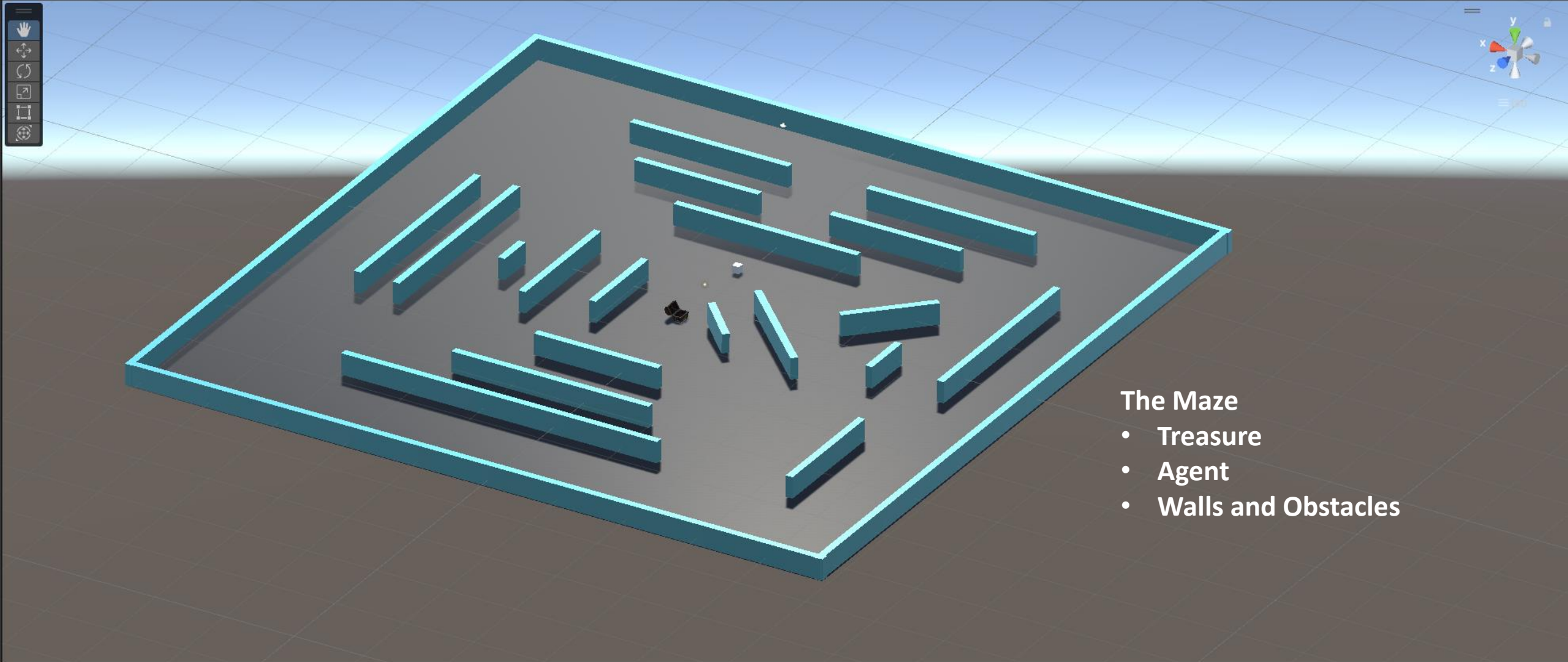


# Project Maze

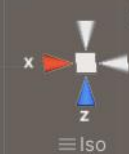
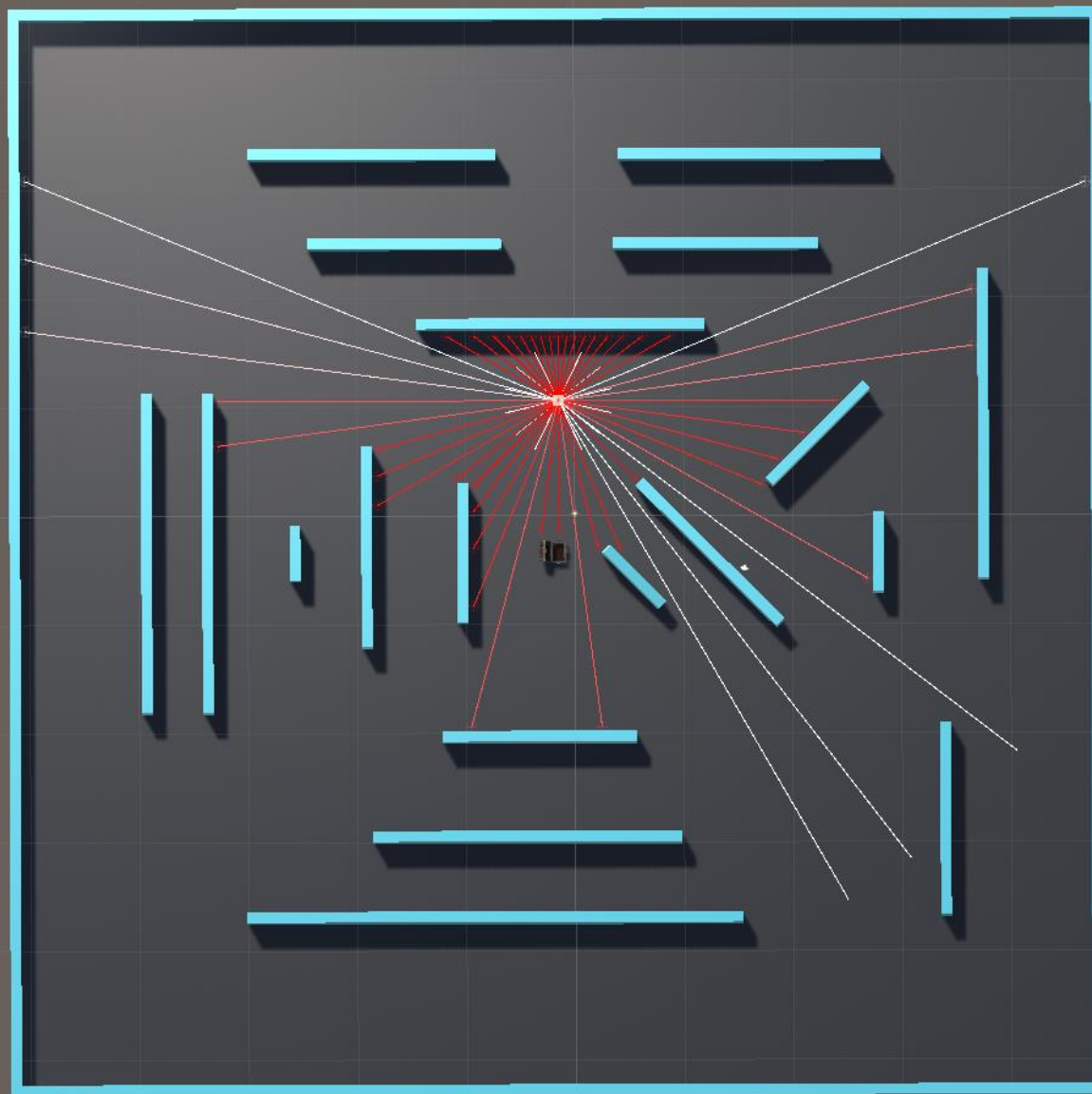
Short Introduction

Made by: Pázmányi Sándor



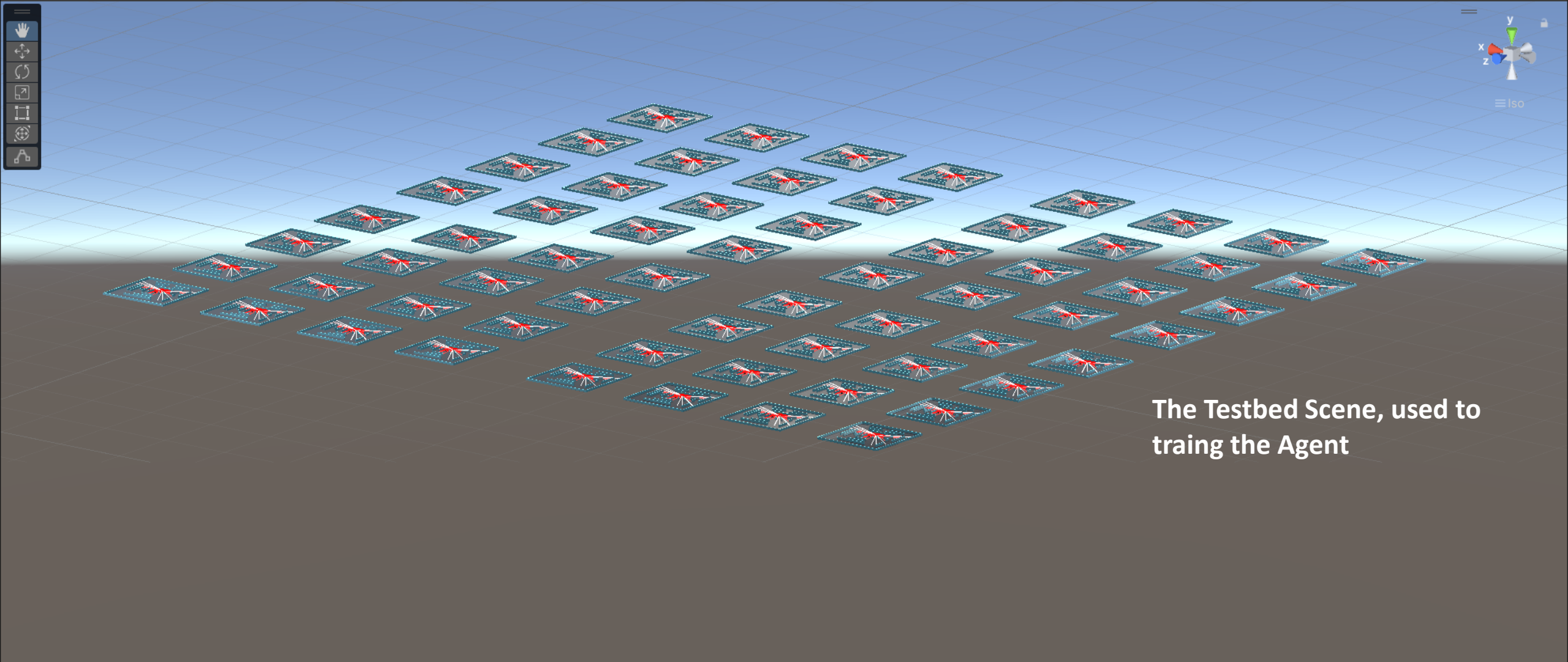
### The Maze

- Treasure
- Agent
- Walls and Obstacles



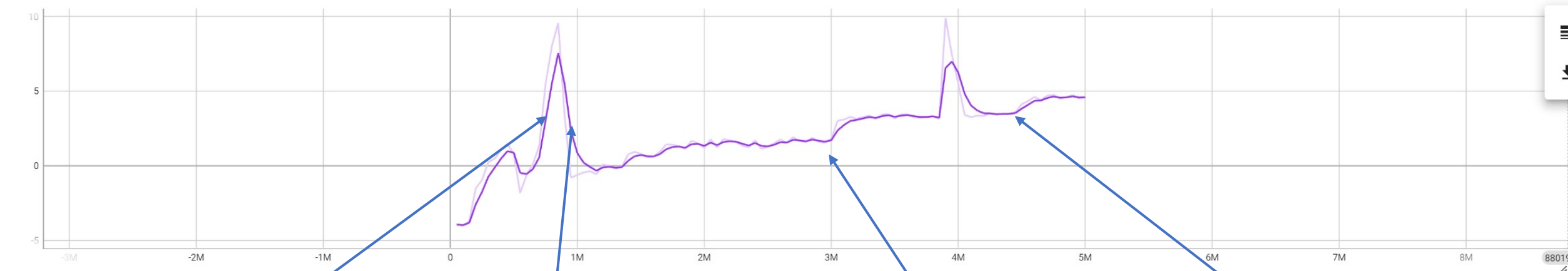
### The Sensors of the Agent

- Detecting closer Obstacles
  - Short range
- Detecting the Treasure
  - Long range



**The Testbed Scene, used to  
traing the Agent**

Environment/Cumulative Reward



Run ↑ beta1.0\MoveToTarget  
Smoothed 4,5953  
Value 4,5996  
Step 5 000 000  
Relative 14.5 hr

**The Agent started to use Sensors**

**The Environment's rotation started**

- Upgrades:**
- Fine-tuning settings
  - Added the 2. Sensor
  - Moving Agent towards the centre if idle
  - Punishment for being idle
  - Fine-tuning rewarding system

**Added more Environments**

- Last fine-tunings

Environment/Cumulative Reward\_hist

