Reinforce_learning(DQN) code block diagram

2) test_DQN_network algorithm
Run network_test (command) $ python Network_test .py

```
reset
```

step (action)

enable_move ? **FALSE**

TRUE

update
new obstacle ,
ball position

draw_state

draw_state_gray

reward = get_reward ()

reward = -1

score = score +reward

debug_flag ==True? **FALSE**

TRUE

draw_debug_frame

imshow (frame_debug) → display image

iteration = iteration + 1

done == True ? **FALSE**

TRUE

reset .simulator

frame_gray (image ,91X91 size , gray_scale)

frame_gray (image ,91X91 size , gray_scale)

action

Network_test .py

DQN ← load_trained_ network