

AGENT

$I = \text{Inputs}$

Fitness \rightarrow Frames alive.
Death \rightarrow on touch lava.
Outputs \rightarrow Jump probability.
if > 0.5 , jump this frame.



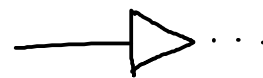
I_1

I_2

I_3

I_4

START



LAVA