# Using Deep Reinforcement Learning on How To Play Flappy Bird.

**Under the guidance of**
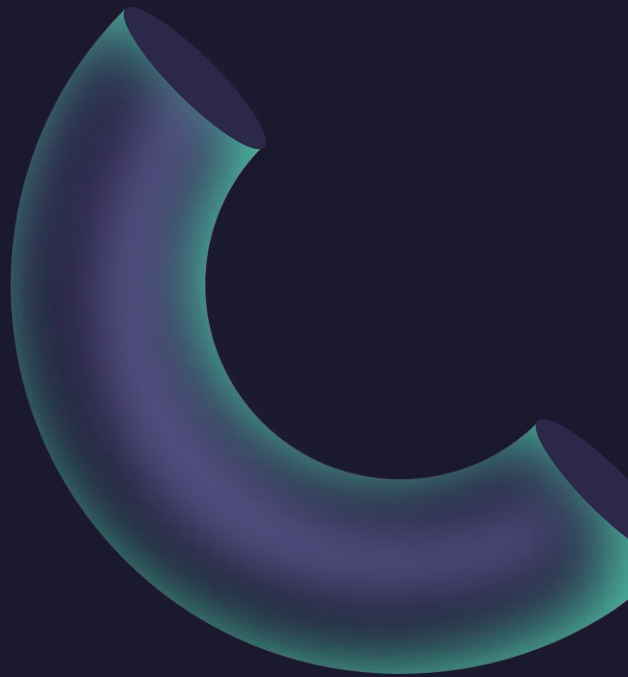
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**Members:**

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# PROJECT OBJECTIVE:

- The project goal is to learn a policy to have an agent successfully play the game Flappy Bird.

# APPROACH:

Tools & Technologies used for this project are

Python , pygame , OpenCV-python , TensorFlow.

# DELIVERABLES:

Game files

DQN model

Environmental files

# EVALUATION:

Using Game score while  on DQN

THANK YOU