

## Tasks:

Create an intelligent agent to learn how to play Pong, using Q-Learning.

The agent should play against:

1. A random strategy: at each frame, chooses a random direction (up/down) to move.
2. A greedy strategy: always chooses the best action.
3. An epsilon-greedy strategy: while unexplored actions exist, choose one randomly. If all actions are explored, with a probability of epsilon, choose a random action and with  $1-\epsilon$ , choose the best action.