



## Instructions

1. Install miniconda or anaconda if you have not already. You can follow [our tutorial](#) for help.
2. Create an environment for flappybird
  - Mac/Linux: `conda create --name=flappybird python=2.7`
  - Windows: `conda create --name=flappybird python=3.5`
3. Enter your conda environment
  - Mac/Linux: `source activate flappybird`
  - Windows: `activate flappybird`
4. `conda install -c menpo opencv3`
5. `pip install pygame`
6. `pip install tensorflow`
- `git clone`
7. `https://github.com/yenchenlin/DeepLearningFlappyBird.git`
8. `cd DeepLearningFlappyBird`
9. `python deep_q_network.py`

If all went correctly, you should be seeing a deep learning based agent play Flappy Bird! The repository contains instructions for training your own agent if you're interested!

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