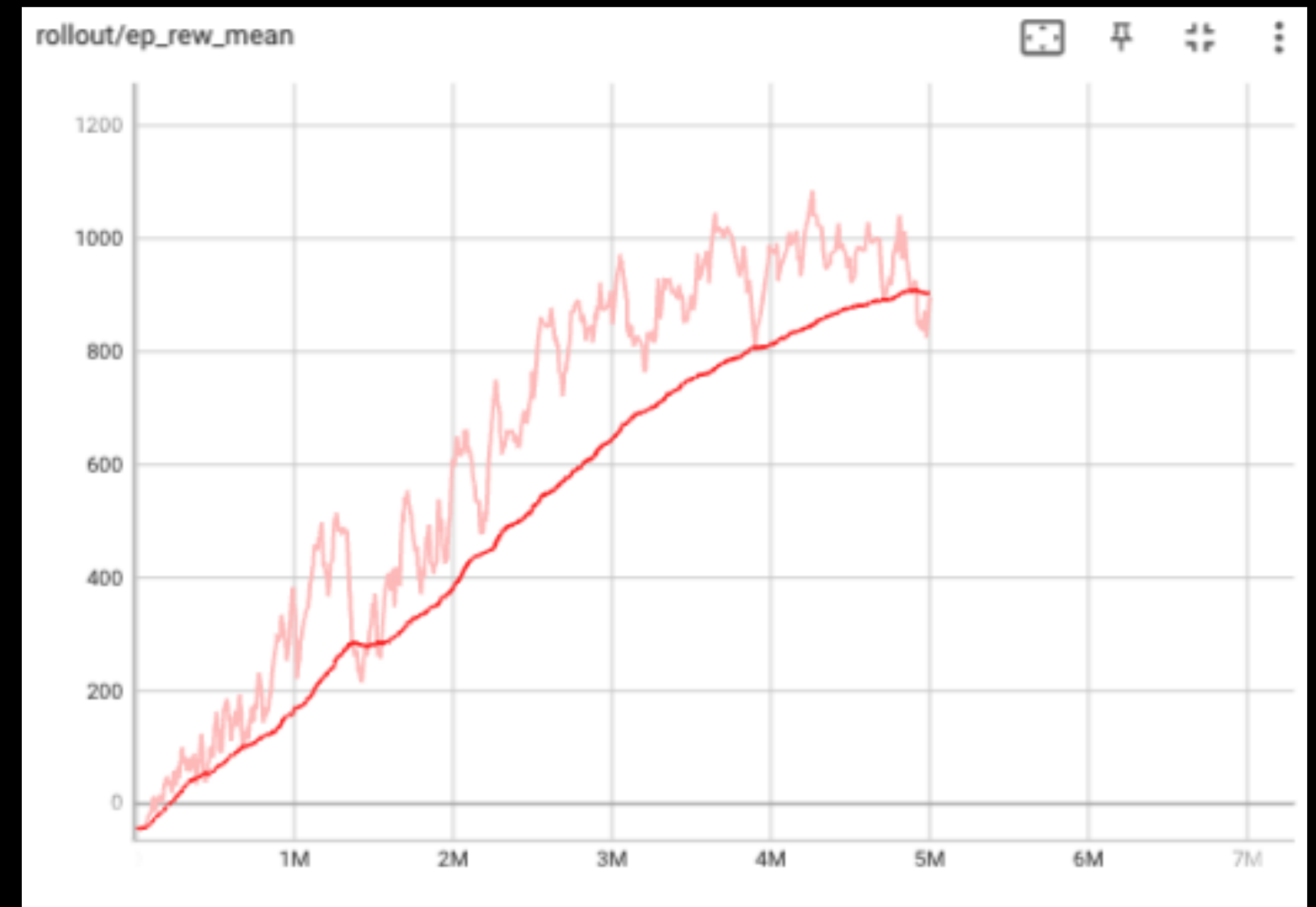


Result

Training the optimized AI

- **Final optimized agent:**
 - Trained for 5 million steps (moves) for 4.5 hours
- **Positives:** Ability to play game with a good level
- **Negatives:** No long term strategy, sometimes get stuck in local minimas



Training stats of the final optimized agent

Alternate Approaches

Other Algorithms

- Evolutionary algorithms (e.g. NEAT)
- Bruteforce (e.g. Monte Carlo)
- Supervised Learning (e.g. through human gameplay observation)
- Rule-based systems (e.g. pathfinding algorithms)
- Transfer learning -> Deep RL