Requirements

1. Pytorch + Cuda toolkit from here.
2. Stable-Baselines3 - Library in which FGDQN is implemented.
3. OpenSpiel - Library for Games like card games. Available Games.
4. Highway-env - Includes Toy Autonomous Driving Environments. Available Environments.
5. [Gym-PLE](Gym-PLE) - Includes various Arcade Learning Environments. Available Games.