*In your report, mention what you see in the agent’s behavior. Does it eventually make it to the target location?*

**Implementing a basic driving agent.**

When implementing the basic driving agent by initially defining action as:

action = random.choice((None, 'forward', 'left', 'right'))

The agent would sometimes find its destination and occasionally not (within a reasonable time before terminating the program) find its destination. After reading some forum posts to gain clarity on the nature of what action is actually supposed to do, the definition was updated to:

action = self.next\_waypoint

With this definition, the agent always finds its destination. The agent, however, will find its destination regardless of a positive or negative reward. Simply, with this definition of action, the agent does not care about rewards (or the rules) merely finding its destination.

**Definition of state**

state is defined as inputs, action, and deadline.