Don’t touch the speed parameter or else it wont slow down around corners

Heavy penalize for being off track

* If off track then reward = 0.01

Follow racing line

* Give more reward the closer to the racing line
* Maybe have the reward not be just a number but be the speed reward?
  + ((params["progress"] / params["steps"]) \* 100)

Reward for completing a lap

* add a significant reward when the car completes a lap, so when it reaches 100% progress. The fewer steps it used, the higher this reward is. We can base the reward on the number of steps because the model takes 15±0.5 steps per second