

Group 4 Contribution Form

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Comparing Reinforcement Learning Approaches For Developing Agents To Play Super Mario Bros

CM50270 - Coursework 2 - Group Report

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1 Problem Definition



Figure 1: Scene from gym-super-mario-bros (KAUTEN, 2018)

We will be using KAUTEN's (2018) Super Mario Bros (SMB) OpenAI Gym environment for development and training of the agents.

2 Background

3 Method

4 Results

5 Discussion

6 Future Work

7 Personal Experience

References

Kauten, C., 2018. Super Mario Bros for OpenAI Gym [Online]. GitHub. Available from: [HTTPS://GITHUB.COM/KAUTENJA/GYM-SUPER-MARIO-BROS](https://github.com/KAUTENJA/GYM-SUPER-MARIO-BROS) [Accessed 2022-03-29].

Appendix

A Code And Report Source

Please find our code and report source here: [HTTPS://GITHUB.COM/WHATTHEFORKBOMB/CM50270_CW2](https://github.com/WHATTHEFORKBOMB/CM50270_CW2)



Figure 2: Scene from gym-super-mario-bros (KAUTEN, 2018)