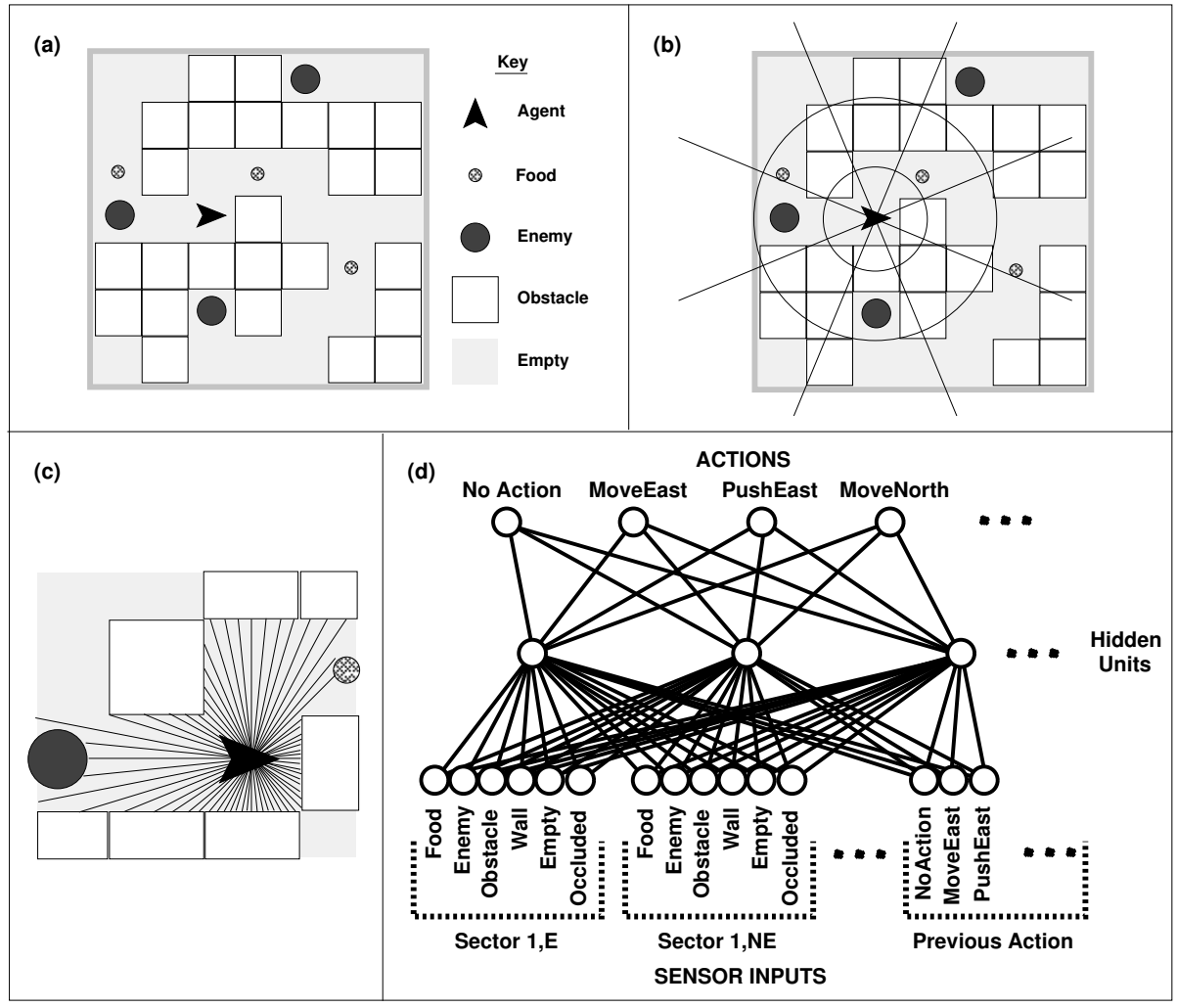
(a)
Key
Agent
Food
Enemy
Obstacle
Empty
(b)
(c)
(d)
ACTIONS
No Action
MoveEast
PushEast
MoveNorth
Hidden Units
Food
Enemy
Obstacle
Wall
Empty
Occluded
Food
Enemy
Obstacle
Wall
Empty
Occluded
NoAction
MoveEast
PushEast
Sector 1,E
Sector 1,NE
Previous Action
SENSOR INPUTS