

CS 590bb

Reinforcement Learning in Monopoly Games

For this project, we have a ready simulator for Monopoly and a rule-based baseline agent. The goal is to use RL to design a smarter agent that can beat the baseline. This RL agent will need to make decisions of what actions to take in each round of the game, as well as how to handle corner cases (eg. negative cash balance).

Tasks:

- Design the State and Action spaces for the RL agent.
- Decide on the action-value function and the Neural Network to be used for estimating rewards.
- Learn the policy that gives the best actions to the agent.
- Learn how to handle corner cases (eg. negative cash balance).

For more information on this project, please contact:

- Marina Haliem (mwadea@purdue.edu).
- Vaneet Aggarwal (vaneet@purdue.edu).