**ACTIVITY #2**

**Type of activity: True/False**

True/False Activity: Reinforcement Learning in Games and Entertainment

1. True/False: Reinforcement learning is gaining popularity solely in the gaming industry.

   - Answer:

2. True/False: In reinforcement learning, an agent is the term used for the gaming console or device.

   - Answer:

3. \*\*True/False:\*\* Rewards and penalties play a significant role in defining the success of an agent in reinforcement learning tasks.

   - Answer:

4. True/False: The formal mathematical definition of reinforcement learning involves the agent knowing the exact action to take at the beginning of the process.

   - Answer:

5. True/False: Automated game testing using reinforcement learning can reduce the need for extensive manual gameplay testing by beta testers.

   - Answer:

6. True/False: Reinforcement learning behavior in game characters is highly predictable, making it easy for game designers to ensure a constant gaming experience.

   - Answer:

7. True/False: The challenges in implementing reinforcement learning in the gaming industry include the predictability of reinforcement learning behavior.

   - Answer:

8. True/False: Game developers are generally open to sharing their source codes and game designs for implementing reinforcement learning.

   - Answer:

9. True/False: Reinforcement learning requires heavy computation during training but not during inference.

   - Answer:

10. True/False: Unity and Unreal are game engine manufacturers that provide reinforcement learning libraries to integrate into their respective software.

    -Answer: