Language Understanding for Text-based Games Using Deep Reinforcement Learning : Supplementary Material

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1 Game Details

Table 1 shows the reward structure used in our games. Figure 1 provides an illustration of the Home world.

World	Positive	Negative
Home	Quest goal: +1	Negative per step: -0.01
		Invalid command: -0.1
Fantasy	Cross bridge: +5	Fall from bridge: -0.5
	Defeat guardian: +5	Lose to guardian: -0.5
	Reach tomb: +10	Negative per step: -0.01
		Invalid command: -1

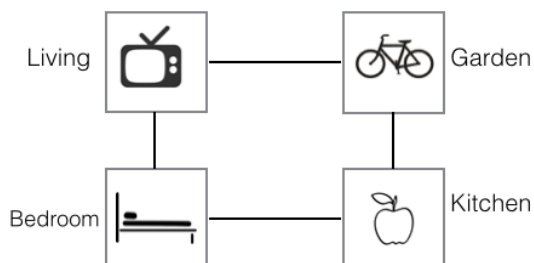Table 1: Reward structure of the two game worlds.

Figure 1: Rooms and objects in the Home World with connecting pathways.

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