**Snake Game**

**PEAS:**

* P  Performance: Speed , Correctness.
* E  Environment: Map.
* A  Actuator: Screen.
* S  Sensor: Keyboard

**ODESA:**

* O Observability: Fully Observable.
* D  Deterministic: Deterministic.
* E  Episode: Sequential.
* S  Static: Semi-Dynamic.
* A  Agent: Single Agent.

**Agent Type:**

Goal Based Reflex Agent.