* **Agent Design: -**

1. **Performance**: Win the battle between him and the human.
2. **Environment**: The chess board.
3. **Actuators**: Old strategies and the way which the human playing.
4. **Sensors**: Mobile touch screen.

* **Environment Properties: -**

1. **Observable**
2. **Stochastic**
3. **Sequential**
4. **Static**
5. **Discrete**
6. **Multi Agent, Competitive**