Peas: -

- P: Enemy recognition, avoid obstacles
- E: Village
- A: Knight
- S: software sensor(position locator)

Odesa: -

- O (fully, partial)
    Partial
- D (Deterministic, Stochastic, Strategic)
    Stochastic
- E (Episodic, Sequential)
    Sequential
- S (Static, Dynamic, Semi-Dynamic)
    Static
- A (Single Agent, Multi-Agent)
    Multi-agent (co-operative)

Type of agent program: -

Simple reflex agent