**Snake Game Project**

PEAS :

performance (P) : Reach the point as soon as possible and reach the highest score.

Environment (E): A set of squares and a set of dots that appear randomly and the snake.

Actuator (A): Going in four directions (right, left, up and down).

Sensors(S): The distance between the snake and the point.

ODESA :

Observability(O) : fully.

Determenistic(D) : deterministic .

Episode(E) : sequential.

Static(S) : static.

Agent(A) : single agent.

Types of agent :

* Goal based reflex agent.