## Artificial intelligence project

## Missionaries and cannibals

## Task 2

```
Peas:
    -P (Speed, Safety, Profit)
    -E (Lake, Beach, Missionaries, cannibals, Boat)
    -A (Legs, Paddle Boats)
    -S (Number of cannibals and missionaries on the
beach)
ODESA:
-O (Fully, partial):
         *Fully observable
-D (Deterministic, Stochastic, Strategic):
         *Deterministic
-E (Episode, Sequential):
         *Sequential
-S (Static, Dynamic, Semi-Dynamic):
         *Static
-A (Single agent, Multi-Agent):
         *single agent
```

Type of the agent program is: Goal-based reflex agent