

# Snake Game

## PEAS

**Performance:** Speed, Score, Quick Wit

**Environment:** Bord, food

**Actuator:** keyboard's key(up,down,left,right)

**Sensors:** Brain, Eyes

## ODESDA

**Observability:** Fully Observable

**Deterministic:** Deterministic

**Episode:** Episodic

**Static:** static

**Discrete:** continuous

**Agent:** single-agent

**Agent Program:** Goal-based reflex agent

## Problem Formulation:

**states:** board and food

**Intial state:** random

**Actions (successeor) :** up,down,left,right"with constrains"

**Goal :** Maximum Score (snake full the board)

**Cost:** 1 per step