



Pacman Game

Type of agent program: Simple reflex agent

PEAS	
Performance	<ul style="list-style-type: none">- Time and number of steps (minimize)- Score(maximize)- Wining the game(maximize)
Environment	maze, food(pellets), ghosts
Actuator	Pacman's body and mouth (left/right/up/down)
Sensor	some sort of vision(entire state is visible)

ODESA	
O	Fully Observable
D	Deterministic
E	Sequential
S	Static and discrete domain
A	Competitive multi-agent