Project: Map Coloring

Task:

-PEAS

-ODESA

-Agent program Type

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1-PEAS:

-P(Performance):

Fast, Best Path, Little Time

-E(Environment):

Squares, Colors

-A(Actuator):

No wrong in colors

-S(Sensors):

Intelligence (No color repetition)

2-ODESA:

-O(Observability):

Fully Observable

-D(Deterministic):

Deterministic

-E(Episode):

Sequential

-S(Static):

Static

-A(Agent):

Single Agent

**3-Agent Program Type:**

Goal-based reflex agents

* Comparing percepts with previous models (history of percepts).

