AI PROJECT

Semicolon Team

SUDOKU GAME

PEAS And ODESDA And AGENT TYPE

PEAS:

1. PERFORMANCE MEASURE:

- SOLVING TIME.
- USED STORAGE.

2. ENVIRONMENT:

- PLAYER.

3. ACTUATORS:

- TEXT VIEWS.

4. SENSORS:

- TEXT BOXES.

ODESA:

1. **Observability:**   Fully Observable.

2. **Deterministic:**   Deterministic.

3. **Episode**:   Sequential.

4. **Static:**   Static.

5. **Discrete:**   Discrete.

6. **Agent:**   Single Agent.

AGENT TYPE:

Goal-Based Reflex Agent.