

Learning agent:

- **Why:**
 - The agent is capable of learning from its experiences.
 - It starts with some basic rules for personality analysis, some symptoms of the disease and is then able to act and adapt autonomously, through learning to improve its own performance.
- **The main four components:**
 - Learning agent: learn how to match between the way that the patient passes through the game and the illness that he suffers from.
 - Performance element: has information about how to determine the disease and to make actions according to the patient's way of passing the game.
 - Problem generator: Trying different levels of games to make the diagnosis more accurate.
 - Critic: Observe surrounding environmental conditions and gives this information to the learning element (e.g. check whether the patient choices correspond to a symptom of such disease).