

Problem formulation

- **Initial goal:**

- Identifying player psychological diseases by using the result of our game.

- **Successors function:**

- Each level has the ability to find out a specific disease.
- Then enter the second level until it reaches to the last level.
- At last level it collects all the data the app need.

- **Goal state:**

- Find out and check the psychological case of the player and help him to get better.

- **Path cost:**

- Accuracy of identification of the psychological illness.