

Learning Agent

- **Why:**

- The agent is capable of learning from its experiences.
- It has multiple level of game, each level detects 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).