

N-PUZZLE

PASE:

Performance →

Quick way to solve it.

Environment→

Board, 8 squares with numbers and empty square, players

Actuator→

Move up, down, right and left

Sensor

Type of agent :

Goal-based reflex agents.

ODESA:

Observability→

Fully observable

Deterministic→

Deterministic

Episode→

Sequential

Static→

Static

Agent→

Single agent

Discrete