

goal
environment state
performance measure
Fully observable
Partially observable
Single agent
Multi-agent
Cooperative
Competitive
Deterministic
Stochastic
Static
Dynamic
Discrete
Continuous
discretise
known
yes
no
perceptmemoryaction
reactive
if-then
calculations
finite state machine (FSM)
states
Transitions
single state
Inputseventispercepts
actions
state transition diagrams
flowchartsUML diagram
fsm
 NN^2
super-states
hierarchical
complex behaviourssimple components
more complex
Unreal
Unity
treenodes
ticked
children
statuses
last multiple frames
share
blackboarddata context
variablesreadwritten
localsharedglobal