## **Snake Game**

## **PEAS**

1.performance

2.Environment

3.Actuator

4.Sensor

Speed- Distinguished-Accuracy

Border

Movement of the head

Coordinates-Area

## **ODESA**

1.Observability

2- Deterministic

3- Episode

4- Static

5- Agent

**Fully** 

**Deterministic** 

Sequential

**Static** 

Single agent

Agent program



**Utility-based agents**