N-Puzzle Game

PEAS	
Performance	Speed
Environment	Puzzle Block , Space , The Frame
Actuators	Screen Display
Sensors	Mouse Click

ODESAD	
O(Observability)	fully observable
D(Deterministic)	Deterministic
E(Episode)	Sequential
S(Static)	Static
A(Agent)	Single agent
D(Discrete)	Discrete

Type of agent program :. Goal-based-reflex agents

N-Puzzle Game

Ahmed Hassan Elsayed   Section: 1
Ahmed Hassan Zain El Abidine   Section: 1
Khaled Alaa Al-Sabahi   Section: 6