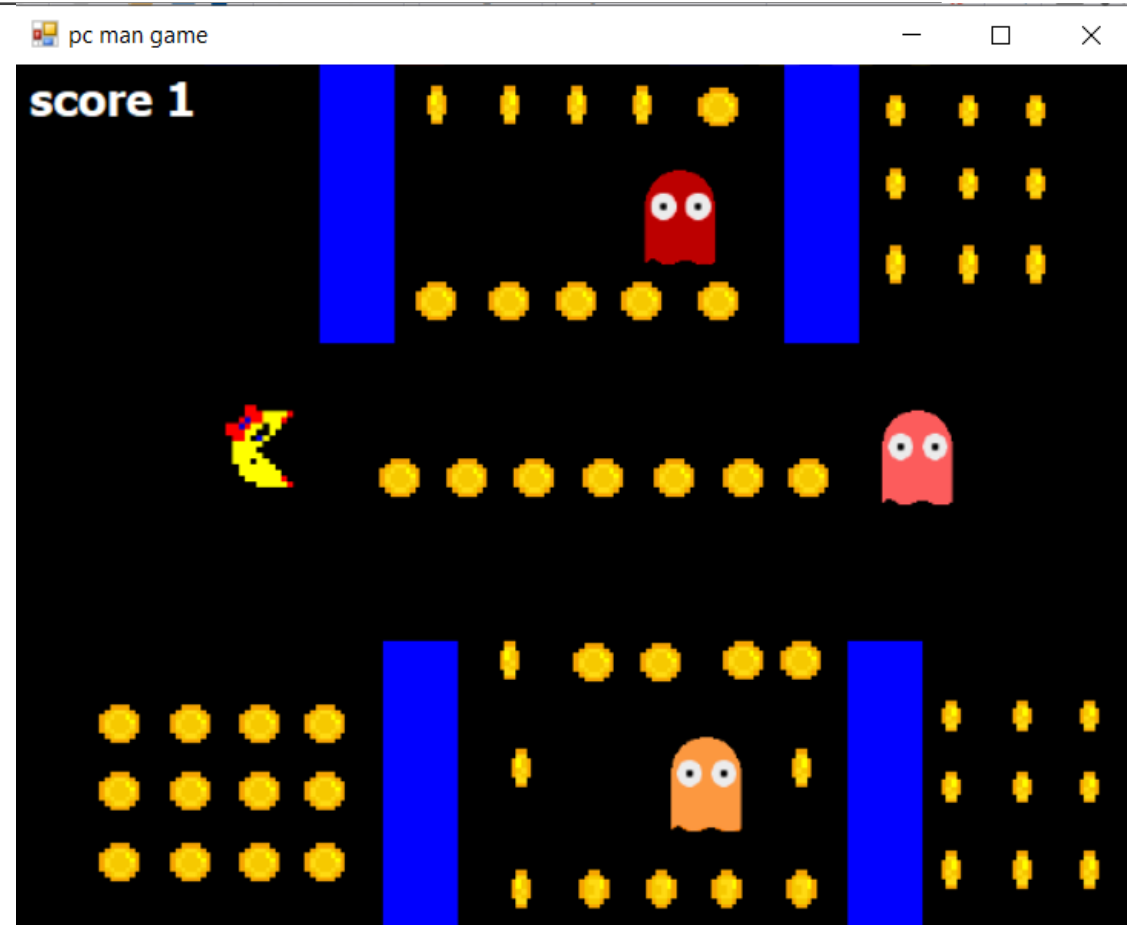# AI Project

PACMAN GAME

PEAS

P → Performance → speed ,high score

E → Environment → ghost , wall

A → Actuator → screen display

S → Sensor → location ghost and

      pac-man

ODESA

O → Observability → fully observable

D → Deterministic → Deterministic

E → Episode → Sequential

S → Static → Static

A → agent → Single Agent