**X O Game**

**PEAS**

**Performance Measure Winning or losing the game**

**Environment a 3\*3 grid where the players can place their marks**

**Actuators placing marks on the board**

**Sensors observing the state of the board and the moves made by the opponent**

**ODESA**

**Observable fully**

**Deterministic or Stochastic or Strategic Strategic**

**Episode or sequential Sequential**

**Static , dynamic , semi dynamic Static**

**Agent multi agent**