

## Agent design ( peas )

<b>Performance</b>	Time spent , score gained
<b>Environment</b>	Minefield , cells
<b>Actuators</b>	Mouse
<b>Sensors</b>	Square has x adjacent mines , uncover a mine

## Environment properties

Task Env.	Observable	Agents	Deterministic	Episodic	Static	Discrete
Minesweeper	Fully	Singe	Deterministic	Episodic	Static	Discrete

## Agent Type

### Goal-Based Agent ..

- Following an UNCOVER action, perceive the hint number associated with the previous UNCOVER action. This number represents how many mines are within that tile's immediate neighbors