

## Tic tac toe

- Agent peas:

**P** : makes valid moves, can play the game, the number of losses, draws, wins

**E** : tic tac toe board, c# program, laptop/computer

**A** : human, the opponent, enter button on the computer

**S** : the opponent's movement, the codes

- Agent ODESA

**O** : (fully or partial)

**Fully**

**D** : (deterministic, strategic)

**Strategic**

**E** : (episode, sequential)

**Sequential**

**S** : (static, semi-dynamic)

**Static**

**A** : multi-agent    "**competitive**"

**Discrete**

- Agent type :

**Goal-based reflex agent**