

# AI Project

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PAC-MAN GAME



# PEAS

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P → Performance → Challenging , multiple behaviors

E → Environment → Pac-man , walls , nodes

A → Actuator → up , down , left , right

S → Sensor → Target position , collider

# ODESA

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O → Observability → fully observable

D → Deterministic → Deterministic

E → Episode → Sequential

S → Static → Static

A → agent → Multi-Agent