Smart Snake

Agent Design

[PEAS]

Performance	number of times that snake collects the object without damage the game borders or damage itself.
Environment	people who play the game.
Actuator	Screen Display.
Sensors	Keystrokes or Mouse Clicks.

Environment Properties

[ODESDA]

	Observable	Deterministic	Episodic	Static	Discrete	Agent
Snake	Fully	Deterministic	Sequential	Semi-dynamic	Discrete	Single

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CS [3] – Section [11]