

Smart Snake



Agent Type

Type	Reason
<input type="checkbox"/> Simple Reflex 😞	Agent will make actions not only based on current percept's, but also the history of user input.
<input type="checkbox"/> Model-based Reflex 😞	Agent needs to choose the best way to get the object, not only using the history of user input.
<input type="checkbox"/> Goal-based 😞	Agent goal is to <i>search for the shortest way</i> to reach the object <i>without hitting the game borders or hit itself</i> , but what about conflict goals when there are many good ways, it may lead the snake to damage !
<input checked="" type="checkbox"/> Utility-based 😊	So, Agent needs to choose the best way that satisfy the user and make him happy by reaching the object without any damage.