

Tower of Hanoi

➤ ***Agent Design (PEAS)***

Performance	Environment	Actuators	Sensors
Speed High accuracy Less time	People who are interested with the game	Solve button Screen display	Keyboard Mouse

➤ ***Environment properties (ODESDA)***

Observability	Fully
Deterministic	Deterministic
Episodic	Episode
Static	Static
Discrete	Continuous
Agent	Single

➤ **Agent Type:**

- ✓ Goal-based reflex agent.