*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.