Agent

Performance: easy to play , faster, less moves with Ai

Environment: players, playing items

Actuators: screen, game board

Sensors: mouse, keyboard

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Task Environment | Observable | Agents | Deterministic | Episodic | **Static** | **Discrete** |
| **Checkers game** | **fully** | **multi** | **strategic** | **sequential** | **static** | **Discrete** |

Agent type:

Goal based agent