**PEAS &ODESDA for Pac-Man**



PEAS(AGENT)

* **Performance:** Score, speed and lives.
* **Environment:** Maze containing white dots, Four ghosts and Power pills.
* **Actuators:** Arrow keys.
* **Sensors:** Game screen.

ODESDA (Environment)

* **Observability:** Fully observable.
* **Deterministic:** Deterministic.
* **Episode:** Sequential.
* **Static:** Semi-dynamic.
* **Discrete:** Discrete.
* **Agent:** Single agent.

Type of Agent program:

Goal-based Agent

