**1-PEAS:**

* **Performance :** speed ,finish mission
* **Environment :** Roads , Walls , fire house
* **Actuators :** move (up,down,left,right) , take of fire
* **Sensors :** Keyboard

**2-ODESDA:**

* **Observable :** Fully observable
* **Deterministic :** Deterministic
* **Episodic :** sequential
* **Static :** semi-dynamic
* **Discrete :** Discrete
* **Agent :** single

**Kind of agent is**

Goal-based agents because I want to reach to specific goal