**Agent (PEAS)**

**Performance:**

•Amount of time taken to finish the game.

•Number of attempts.

•Playing speed.

•Number of steps to reach the goal.

•Number of puzzle pieces put in their right position.

**Environment:**

•pieces of puzzle.

•Grid board.

**Actuator:**

Screen display (number of attempts, state:fail or sucess, score , Timer.)

**Sensor:**

(Mouse , touchpad, screen )

(ODESA)

**O 🡪 (fully, Partial)**

Fully Observable

**D 🡪 (Deterministic, Stochastic, Strategic)**

Deterministic

**E 🡪 (Episodic, Sequential)**

Sequential

**S 🡪 (Static, Dynamic , Semi-Dynamic)**

Static

**A 🡪 (Single agent, Multi-agent)**

Single agent.

**Type of agent based program:**

Goal-Based reflex agent.

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