**PEAS & ODESDA**

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| **Performance** | **Speed, Time** |
| **Environment** | **Bridge, Lamb, Other players** |
| **Actuators** | **Player moving, Time counter** |
| **Sensors** | **Click Buttons, Keyboard** |

***PEASE:***

***ODESDA:***

|  |  |
| --- | --- |
| **Observable** | **Fully observable** |
| **Deterministic** | **Deterministic** |
| **Episodic** | **Sequential** |
| **Static** | **Semi-dynamic** |
| **Discrete** | **Continuous** |
| **Agent** | **Single agent** |

Agent Type: Goal-based agent