

# Peas and Odesa and Agent type task

## For N-puzzle

### 1. Peas:

- **Performance**: speed.
- **Environment**: puzzle block, space, border of the board.
- **Actuator**: screen.
- **Sensor**: mouse clicks.

### 2. Odesa:

- **Observability**: fully observable.
- **Deterministic**: deterministic.
- **Episode**: sequential.
- **Static**: static.
- **Agent**: single agent.

### 3. Discrete odesa.

### 4. Agent type: goal based reflex agent.

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