Missionaries and cannibals

Peas for the game:-

Performance

- **Winning the game**

Environment

- **River**
- **Two sides of land**
- **Missionaries**
- **Cannibals**

Actuators

- **Screen**

Sensor

- **mouse**

ODESA for the game:-

Observability

- **Fully observable**

Deterministic

- **Deterministic**

Episode

- **Sequential**

Static

- **Static**

Agent

- **Single agent**

The game is continuous

Type of agent program: Goal-based reflex agents