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| --- |
| **PEAS** |
| **performance** | **Minimize costs** |
| **Environment** | **images** |
| **Actuators** | **Screen,Mouse** |
| **Sensors** | **Screen** |

**Title: memory game**

**PEAS**

**ODESDA**

|  |
| --- |
| **ODESA** |
| **O** | **fully observable** |
| **D** | **Deterministic** |
| **E** | **Ebisodic** |
| **S** | **Static** |
| **D** | **discrete** |
| **A** | **single agent** |