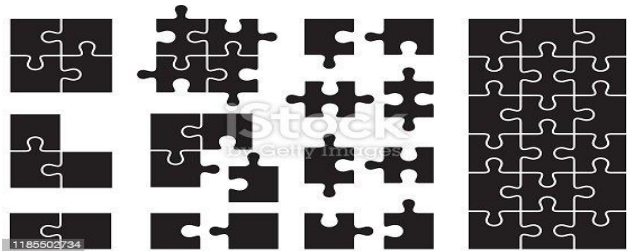# Project Name:

Puzzle Game

Supervised by:

Eng. Zienab Awad

Team members:

Esraa Yousif Almasrawy

Mariam Samir Helmy

Ferial Elsayd Sobhy

AI Algorithm Used

- **Libraries and tools used in this project**

  - ✓ **Python pandas**
  - ✓ **Python Pygame**
  - ✓ **Python numpy**
  - ✓ **Python sklearn**
  - ✓ **Python svm**
  - ✓ **Python Tkinter (for desktop GUI)**

ODESA

Puzzle Game:
- 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

PEAS

- Evaluate agent (success, or fail).

- **PEAS:**
    - **P** ➜ speed , legal , profit
    - **E** ➜ game box
    - **A** ➜ desktop
    - **S** ➜ machine learning

- **Libraries and tools used in this project**

    - ✓ **Python pandas**
    - ✓ **Python numpy**
    - ✓ **Python sklearn**
    - ✓ **Python svm**
    - ✓ **Python Tkinter (for desktop GUI)**