Project Name: Sudoku

* PEAS
* **Performance:** number of games won,
* **Environment:** board , Player ,sudoku numbers(1:9)
* **Actuators:**  Screen display
* **Sensors:** keyboard , mouse
* ODESDA
* observable
* Sequential
* Deterministic
* Discrete
* Static
* Single agent
* Agent Type

**Goal based agent**

Reasons:

* It depends on the previous input
* There is a specific goal with one output
* We need a condition at every step because the input affects the end goal
* Goal information is collected with the possible actions suggested By the internal state to choose actions to achieve the goal

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