* Task 1: (PEAS)
* Performance: get a right shape
* Environment: people, tools
* Actuator: screen, sounds
* Sensor: mouse

(ODESA)

* Observability: fully observable
* Deterministic: deterministic
* Episode: sequential
* Static: static
* Agent:
* Goal-based reflex agents
* Task 2:

Problem formulation

* Tower of Hanoi
* Initial state: 3 plates arranged in the field tower
* Successor function: moving plates from one tower to another
* Goal test: plates arranged in the correct tower
* Path cost: each move cost one