- Agents act autonomously; each with it's own information about the world and other agents

- Outcome depends on outcome of all agents

- Each agent has their own _utility_

    utility :- score; value an agent can get and measure from a state.

plan v. strategy

    Strategy :- what action to follow, under any circumstance, in order to maximize utility

Fully Cooperative ⟷ Fully Competitive

    Zero-Sum Games:
        ↳ the utility of the participating agents always adds to the same constant.

⊛ History

        Fully observable.
    1961 Samuel - Checkers   - partially observable
    1997 Deep Blue - Chess   Poker, Bridge
    2016 AlphaGo - Go
                                    - Stochastic Games

- Video Games (API)   Backgammon.
      DOTA 2.
      Star craft.

In this class; (Chess)
   - deterministic.
   - turn taking.
   - zero-sum.
   - fully observable.

   Chess   ~ 35 choices 35^{100}
   GO   ~ 250 choices.