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| PEAS & ODESDA TASK  Email . fatmamaher1999@yahoo.com |
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[Fama Maher Section 7 -

Manar Ashour Section 11 -

Aya Mashhour Section 1]

[PEAS & ODESDA for Wolf-goat-cabbage game]

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| pEas task **Performance:**   * Goat , Wolf , Cabbage reach the other side of the beach safely   **Environment:**   * Player * Goat * Wolf * River * Farmer * boat   **Actuators:**   * screen display   **Sensors:**   * touch screen |

## odesda task

Environment Properties :

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Environment | Observable | Agent | Deterministic | Episodic | Static | Discrete |
| Wolf-Goat-Cabbage | Fully | Single  Agent | Deterministic | Sequential | Static | Discrete |

**AGENT TYPE TASK**

Goal based agent

**WHY??**

Because I want to move the three items from river side to another so this is the goal of the agent