

# Puzzle game

## PEAS:

**performance measure :**

. ordering the numbered squares in ascending order

.

**Environment :**

. randomly ordered squares

**Actuator and Sensor :** none

## ODESA:

**Observability** → fully observable

**Deterministic** → deterministic

**Episode** → sequential

**Static** → static

**Agent** → Single agent

## **PROBLEM FORMULATION:**

### **Initial State:**

numbered squares ordered randomly

### **Successor function:**

squares move left, right, up, down

### **Goal test:**

Ordering the squares in ascending order as fast as possible

### **Path cost:**

Each move cost one