PEAS FOR DINO GAME:

* Performance Measure: the score achieved by the player, which is determined by the distance covered by the dinosaur while avoiding obstacles.
* Environment: a 2D side-scrolling game world, where the dinosaur moves from left to right on the screen, avoiding obstacles and collecting rewards.
* Actuators: keyboard.
* Sensors: the dinosaur's position and velocity, as well as the positions and velocities of obstacles and rewards in the game world.

ENVIRONMENT (ODESA):

* Observability: fully.
* Deterministic
* Episodic​: sequential.
* Static.
* Agent: single agent.
* Discreat: continuous.