Ludo (board game)

Agent Design (PEAS)

Performance:	Win the game
Environment:	Ludo board, Players, Dice
Actuators:	Screen display (move the player's tokens)
Sensors:	The moves from anther player

Environment Properties (ODESDA)

Task Environment	Observable	Deterministic	Episodic	Static	Discrete	Agent
	Fully	Deterministic	Sequential	Static	Discrete	Multi

Agents Types

Goal Based Agent:

1-Agents of this kind take future events into consideration (Expect some of the opponent's moves).

2-Agent has some information from his playing history.