# PACK-MAN Game

## - **Agent Type : Goal based agent**

## - PEAS

|  |  |
| --- | --- |
| Performance | Has agent caught pack-man ? |
| Env | Pack-Man , Blocks , Other agents |
| Actuators | Move function to change agent position to the next position |
| Sensors | Agent can observe the full map as a matrix |

## - ODESDA

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| --- | --- |
| Observable | Fully observable |
| Deterministic | No (it’s stochastic) |
| Episodic | No (it’s sequential) |
| Static | Yes |
| Discrete | Yes |
| Agent | Cooperative - Multi agent |