

## Maze (BEAS)

**P:** quality of the game, Free, Increased ability to think, fun to play

**E:** road, walls

**A:** Control buttons (moving forward, moving backward, increasing speed, changing direction)

**S:** player

## Maze (ODESA)

**O (fully, partial)**

➤ Fully observable

**D (deterministic, stochastic, strategic)**

➤ Deterministic

**E (episode, sequential)**

➤ Sequential

**S (static, dynamic, semi-dynamic)**

➤ Static

**A (single agent, multi agent)**

➤ Single agent

## Agents Types

### Maze (Goal-based agent)

#### Goal-based agent? Why?

We will choose the Goal-based agent because it will depend on the current perception, taking into account the previous decisions and also together, Choosing a competent decision to reach the goal.

