**N-Puzzle AI Project**

**PEAS+OESA+Agent Type**

**PEAS- Performance Measure, Environment, Actuator, Sensor.**

* P: Quick Solution Time and Accuracy (minimizing the total moves at the quickest time)
* E: Grid Board
* A: Keyboard, Touchscreen (moving Up, Down, Right and Left)
* S: Screen

**ODESA- Observability, Deterministic, Episode, Static, Agent.**

* O: Fully Observable
* D: Deterministic
* E: Sequential
* S: Static
* A: Single Agent
* (D): Discrete (board game)

**Agent Type:** Goal-Based Reflex Agent

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