**Crypt Arithmetic Game**

**PEAS**

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| Performance measure | **How accurate Ai agent solve the game.**  The more correct the answers, the more accurate the system. |
| Environment | **the game itself**  **receiving text as input and find out solution as output.** |
| Actuators | **manipulation the digits and symbols to generate a solution.** |
| Sensors | **text (receiving the puzzle as input from user).** |

**ODESA**

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| Observable | fully |
| Deterministic, Stochastic, Strategic | **deterministic** |
| Episodic, Sequential | **sequential** |
| Static, Semi-dynamic, Dynamic | **static** |
| Agent | **single agent** |