

# X-O Game Team

## PEAS Design Task:

performance	Interesting , many numbers of download , responsive , medium difficulty
environment	People over the age of 7 years
actuators	screen
sensors	Touch screen , mouse

## ODESDA Task :

Environment	observable	agents	deterministic	episodic	static	discrete
X-O game	fully	Multi , competitive	deterministic	sequential	static	discrete

## Agent Type Task :

**Goal-based agent** ; We need it to memorize the previous state and we have a goal (which is to win the computer).