PEAS

* Performance measure: winning or losing the game.
* Environment: a 3x3 grid where the players can place their marks.
* Actuators: placing marks on the board.
* Sensors: observing the state of the board and the moves made by the opponent.

ODESA

* Observability - fully observable
* Deterministic - strategic
* Episode - sequential
* Static - static
* Agent - multi-agent