



## Project proposal

Submitted by:

Student Name	Student Email	Section
Mahmoud mohamed Abd Elaal	mahmoudabdelaal@std.mans.edu.eg	13
Ahmed adel fouad	adel56725@std.mans.edu.eg	2
Mahmoud Ahmed Abd Elbaky	Ma1564194@gmail.com	13
Omar mohamed ali salem	omarmohamed@std.mans.edu.eg	9

Project Statement :

*The Snake game will feature one snakes, played by one person . One small snakes will begin at opposite corners of the game display, and players will utilize four control keys ( up, down, right, left ) to move their snakes throughout the display. Dots of “food,” and additional power up items will appear on the screen, for which the snakes will have to eat .*

Project Objectives:

*Solve the Snake game using AI algorithm*

Tools:

## *Python and AI algorithm*

<b>PEAS</b>	
Performance	<b>Speed to catching the food</b>
Environment	<b>The environment will give a small snake and then eat the points until it increases in size.</b>
Actuators	<b>Screen</b>
Sensors	<b>touch</b>

<b>ODESAD</b>	
O(Observability)	<b>fully observable</b>
D(Deterministic)	<b>deterministic</b>
E(Episode)	<b>Sequential</b>
S(Static)	<b>dynamic</b>
A(Agent)	<b>Single agent</b>
D(Discrete)	<b>discrete</b>

Type of agent program :. Goal-based-reflex agents