Sodoku Game

PEAS	
Performance	**Fast solving - percentage of error.**
Environment	**Borde table or number of square**
Actuator	**Screen**
Sensor	**Touch screen or keyboard**

ODESAD	
(Observability)	fully observable
(Deterministic)	deterministic
(Episode)	Sequential
Static	static
Agent	Single agent
Discrete	discrete

Sodoku Game

Sodoku Game

Type of agent :- Goal-based-reflex agents

Sodoku Game