**Snake** **game**

***PEAS ….***

***P..(performance measure):***

Reach the points as soon as possible and reach the highest score.

***E..(Environment)***:

Set of squares, set of dots(food) that appear randomly and the snake.

***A..(Actuator)***:

Moving in directions (up , down ,left and right ).

***S..(Sensor)***:

The distance between snake and the point<food>.

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***ODESA....***

***O..(Observability)***: fully.

***D..(Deterministic)***: deterministic.

***E..(Episode***): sequential.

***S.. (Static****)*: static.

***A.. (Agent)***: single agent.

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***Type of agent***:

Goal based reflex agent.