

CS 4300: Artificial Intelligence

Assignment: Simple Reflex Agent

Create at least 3 variations of a simple reflex agent to play [Lunar Lander](#).

The performance measure used by this assignment to rank your agents will be the total reward received from the environment.

Use the GitHub repository available for this course to store your solutions. Make a directory named `lunar-reflex`, and store your agents in `lunar-reflex/agent1.py`, `lunar-reflex/agent2.py`, and `lunar-reflex/agent3.py`.

Note that you are to implement *SIMPLE REFLEX* agents. DO NOT make a reinforcement learning agent, or use some other algorithms for these agents.

Create a short report, describing the reflexes built into your best agent. Provide a table of the average performance of your 3 agents over 50 plays of the game.

Required Submissions

- Code submitted to github.
- A PDF file containing your report submitted to Canvas.