



Pacman Project 0

Getting Started

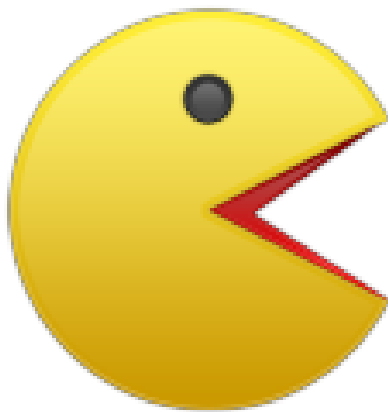
【人工智慧概論】

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Outline

- **Introduction**
- **Environment**
- **Practice**
- **Grouping**



Introduction






The Pacman Projects

- UC Berkeley “Introduction to AI”

http://ai.berkeley.edu/project_overview.html

- Result

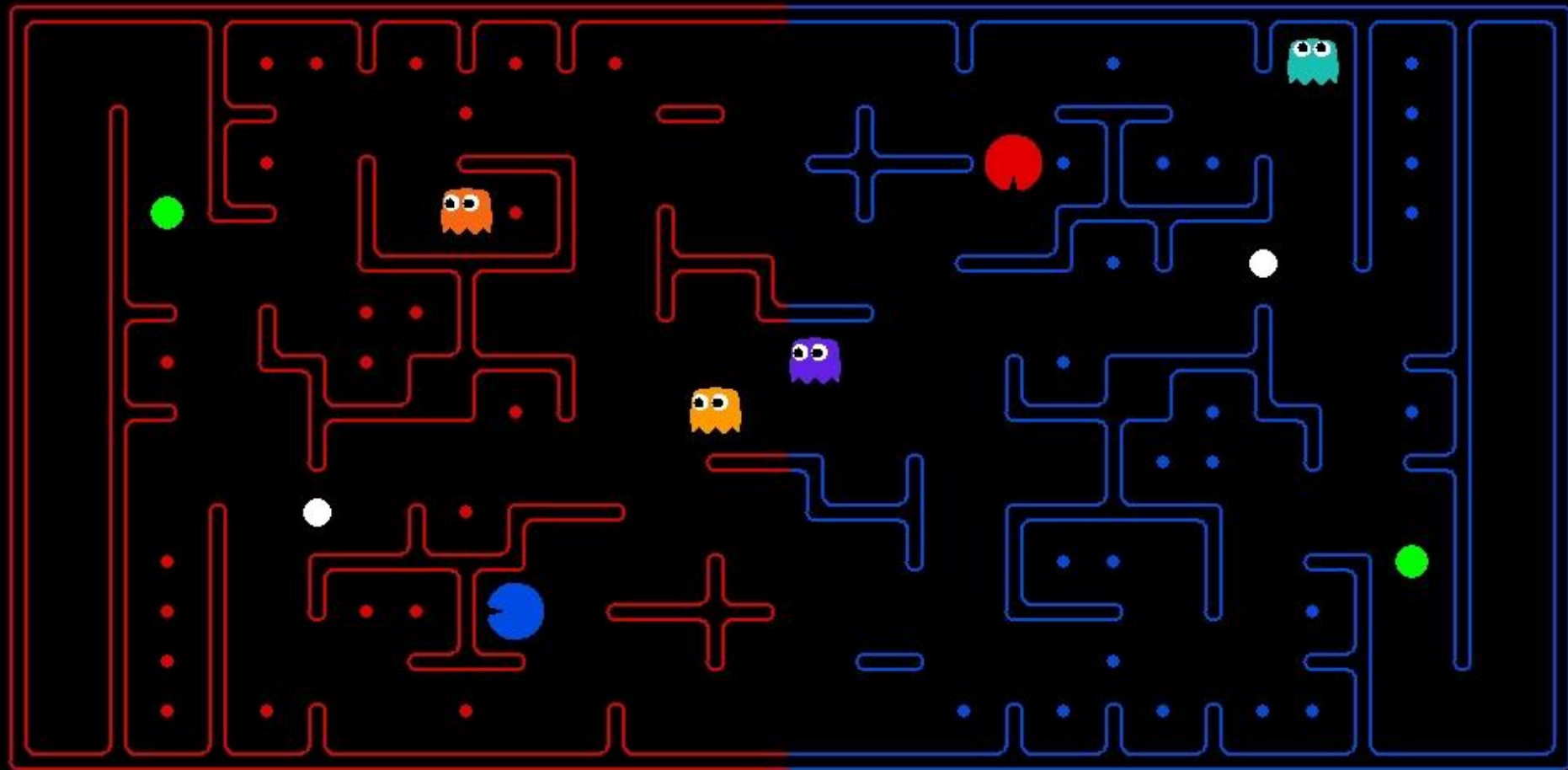
<https://www.youtube.com/watch?v=7iCV509dXUE>



Projects (last year)

- Project 1 - Rule-based System
- Project 2 - Search
- Project 3 - Multi-Agent Pacman
- Level Design
- Tournament - PacmanCTF

PacmanCTF



baselineTeam SCORE: -10 TIME: 1244 baselineTeam



Environment



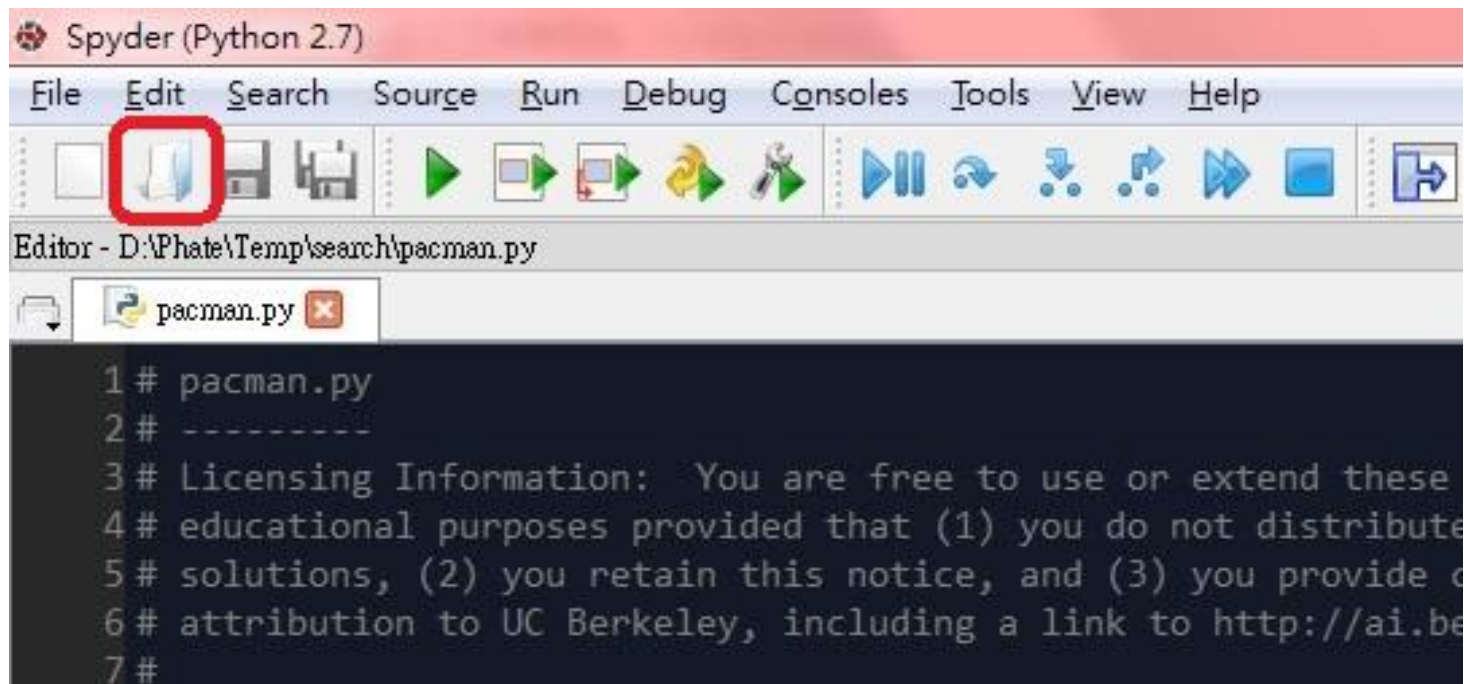


WinPython

- WinPython 2.7
 - <https://winpython.github.io/>
 - Python 2.7
 - Portable
 - Spyder (IDE)

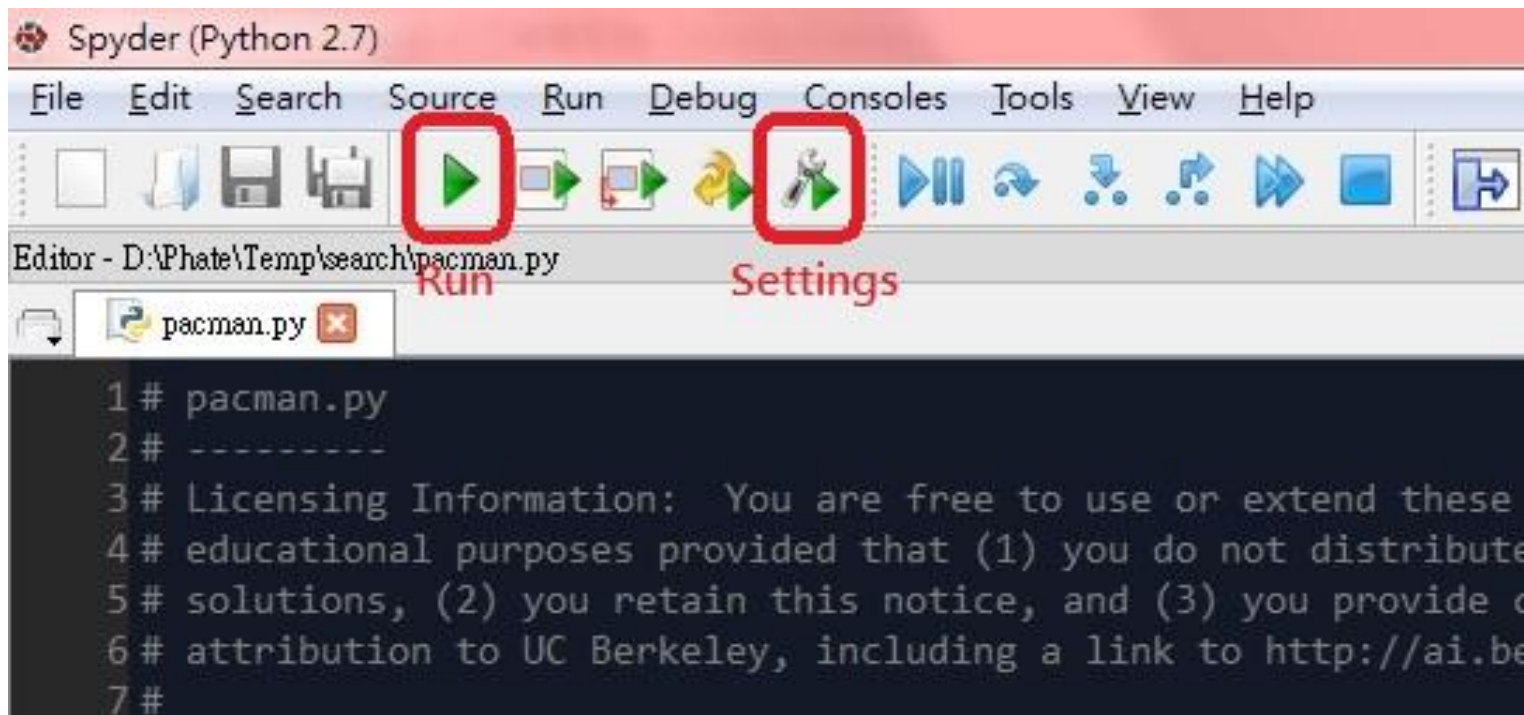
Spyder

- Step 1: Open Spyder
- Step 2: Open the file “Pacman/pacman.py”



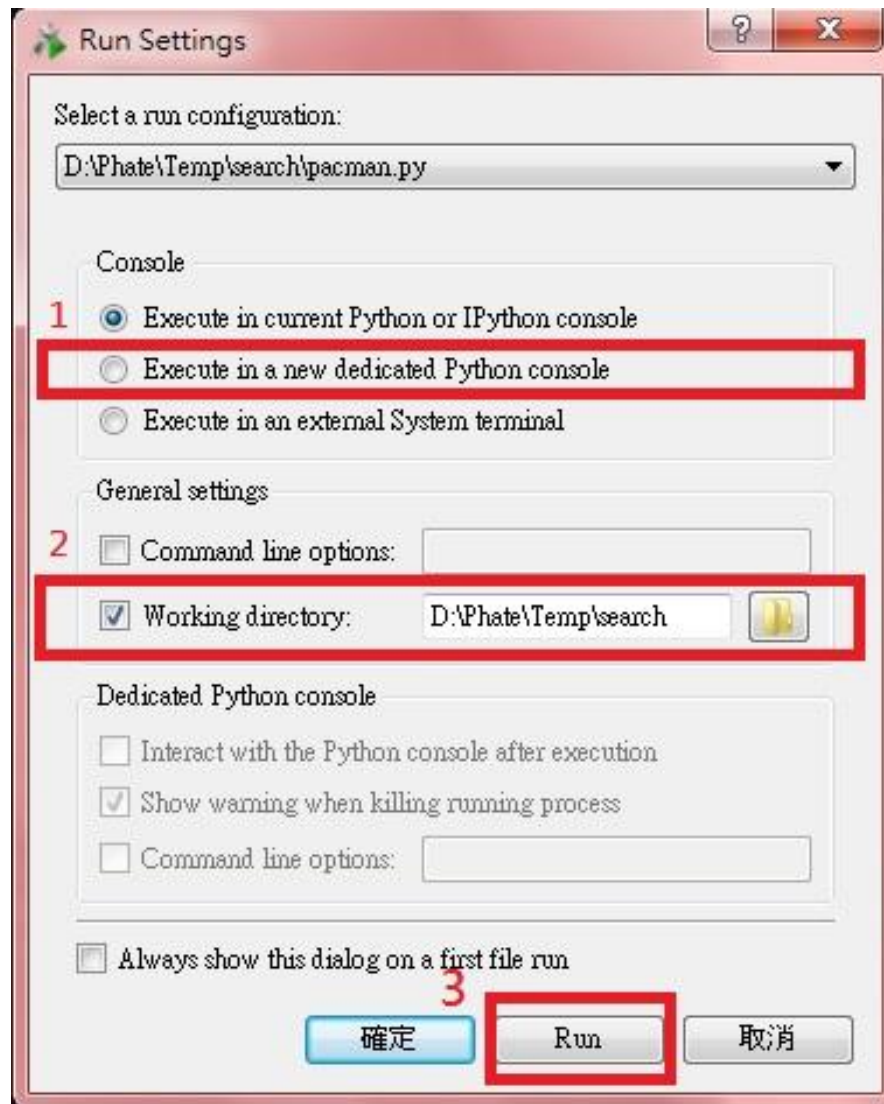
Spyder

- Step 3: Click “Settings”



Spyder

- Step 4



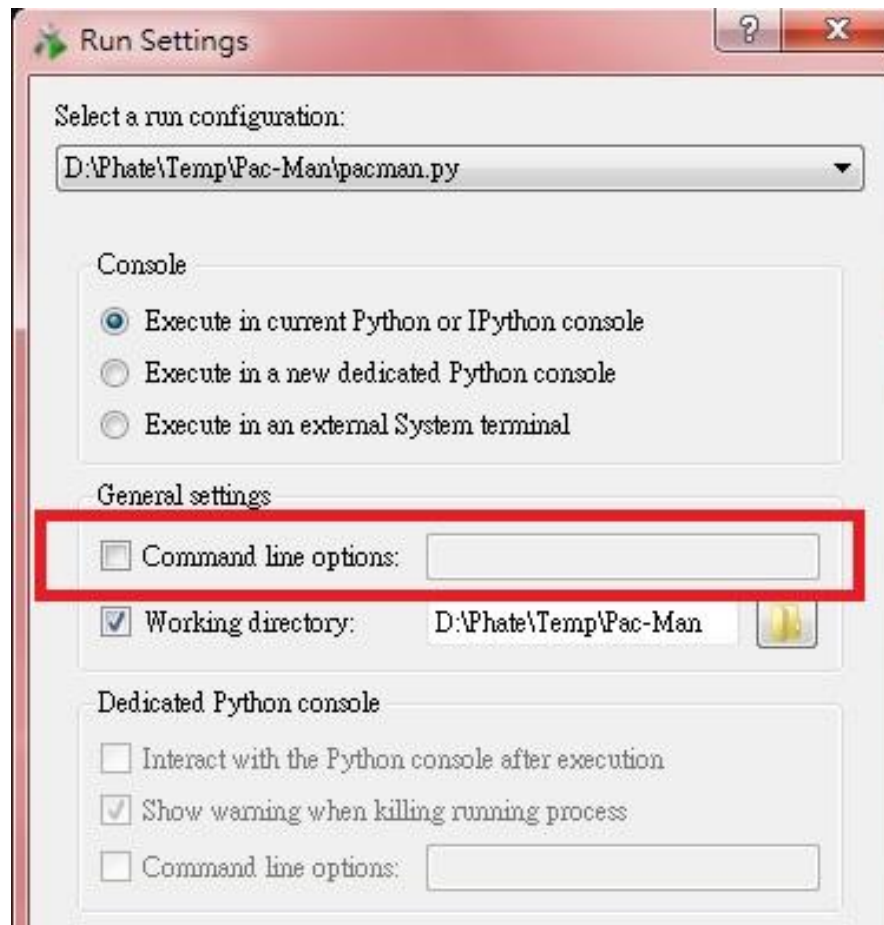
Spyder



Practice

Options

- `python pacman.py` [options]



Practice: HorizontalAgent

- -p **HorizontalAgent** -l lane
- class HorizontalAgent (searchAgents.py)
 - getAction()



Hints

- class GameState (pacman.py)
- class Directions (game.py)
- GoWestAgent
 - -p GoWestAgent -l lane



Submit

- Edit and upload `searchAgents.py` to e3
- Search for “[YOUR CODE HERE]”
- Deadline: **2/25** 23:59 (1 week)
- Late Policy: 80%
- **No plagiarism**

Grouping



Grouping

- 4 members per team
- Deadline: Week 3