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Introduction to AI


# Project : Pac Man

Thanks to Berkeley University

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## 1 PRATICAL INFORMATION

- Deadline: December 22.
- You must work in groups of 2 students.
- Deliverable 1: A Python implementation of the classes `Agentsearch` and `Agentghost`, as defined in the `agentsearch.py` and `agentghost.py` templates. See source code for more details
  -  If your agent's action violates the game constraints, it will be ignored,
  - Free to use any library, as long as it does not hurt your code organization and clarity, and you are able to explain the principles behind it.
  - The name of your agent classes should be `Agentsearchnumstudent1 numstudent2` and `Agentghostnumstudent1 numstudent2` where *numstudent1* and *numstudent2* are your student IDs without the "s". Name of your main agent class file should be respectively `agentsearchnumstudent1 numstudent2.py` and `agentghostnumstudent1 numstudent2.py`.
- Deliverable 2: A report of 7 pages max. in which should appear, for each stage of the project :
  - The approaches you have considered to implement your agents.
  - Their limitations for the current and the next stage of the project.
  - Comparisons with some naive approaches.