Heuristics for eating all food

http://stackoverflow.com/questions/9994913/pacman-what-kinds-of-heuristics-are-mainly-used 3.

1. Just store a list of how many dots are left. This prefers the solutions which are closer to end state, but that is all. It is admissible and also **suprisingly** it is consistent as well. Because the path gets always longer, but the heuristic might improve very sparsely.
2. Get all the shortest distance full path. Like in corners Heuristic
    a. Intuitively the distance could be manhattan distance – explores more nodes
3. Triangular path thing . * First find the furthest elements from each other. Then add that distance and the distacne to the closest.
    a. The furthest element.
    b. * prcalculate the distance between all the dots and closest manhattan distance to any node in MST
4. Dynamic MST – prcalculate the distance between all the dots and closest manhattan distance to any node in MST – the problem here is the how to build a new MST, when some dot is eaten. The MST could change more than 1 step if i recalculate the MST with new distances.

Overall description

http://www.gamasutra.com/view/feature/132330/the_pacman_dossier.php?page=4

For fighting ghosts

http://gameinternals.com/post/2072558330/understanding-pac-man-ghost-behavior