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Quiz 2: Safe Passage (video)

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Lecture 2 Quiz 2 Safe Passage



PROFESSOR: OK.

Let's do a quick quiz.

I'm going to pose a question to you and give you some time to discuss with those around you.

So imagine you have some board like this.

This is a case where Pac-Man is trying to eat all the dots.

There are some nasty ghosts lurking about.

We are not going to think about this as an adversarial search problem--

that will come later in the semester.

For now, think about the problem of eating all of the dots in a kind of

safe way, where that ghosts can't hurt you.

▶ 0:18 / 0:44

▶ 1.0x



HD



Quiz 2: Safe Passage (Quiz)

1/1 point (ungraded)

Select all components that are required in the state-space representation for the search problem outlined in the video above. You may assume that the ghosts are already scared at the start of the game.

☒ Pacman's position

☐ the position of each ghost

☒ a boolean for each dot that represents whether it has been eaten

☒ a boolean for each power pellet that represents whether it has been eaten

☒ the remaining amount of time for which the ghosts will be scared

☐ all previous locations that each ghost has visited



Submit

✓ Correct (1/1 point)