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p2_multiagent_q1_reflex_agent

Question 1 (4 points): Reflex Agent

Improve the `ReflexAgent` in `multiAgents.py` to play respectably. The provided reflex agent code provides some helpful examples of methods that query the `GameState` for information. A capable reflex agent will have to consider both food locations and ghost locations to perform well. Your agent should easily and reliably clear the `testClassic` layout:

```
python pacman.py -p ReflexAgent -l testClassic
```

Try out your reflex agent on the default `mediumClassic` layout with one ghost or two (and animation off to speed up the display):

```
python pacman.py --frameTime 0 -p ReflexAgent -k 1
```

```
python pacman.py --frameTime 0 -p ReflexAgent -k 2
```

How does your agent fare? It will likely often die with 2 ghosts on the default board, unless your evaluation function is quite good.

Note: As features, try the reciprocal of important values (such as distance to food) rather than just the values themselves.

Note: The evaluation function you're writing is evaluating state-action pairs; in later parts of the project, you'll be evaluating states.

Options: Default ghosts are random; you can also play for fun with slightly smarter directional ghosts using `-g DirectionalGhost`. If the randomness is preventing you from telling whether your agent is improving, you can use `-f` to run with a fixed random seed (same random choices every game). You can also play multiple games in a row with `-n`. Turn off graphics with `-q` to run lots of games quickly.

Grading: we will run your agent on the `openClassic` layout 10 times. You will receive 0 points if your agent times out, or never wins. You will receive 1 point if your agent wins at least 5 times, or 2 points if your agent wins all 10 games. You will receive an additional 1 point if your agent's average score is greater than 500, or 2 points if it is greater than 1000. You can try your agent out under these conditions with

```
python autograder.py -q q1
```

To run it without graphics, use:

```
python autograder.py -q q1 --no-graphics
```

Don't spend too much time on this question, though, as the meat of the project lies ahead.