Code Description

The following scripts and code parts are what we have written ourselves:
Movement.cs (methods written from scratch)
- createPath
- generateSuccessor
- depthFirstSearch
- breadthFirstSearch
- UniformCostSearch
- AStarSearch
- nullHeuristic
- eucledianHeuristic
- manhattanDistance
- isWin
- isAllFoodEaten
- isInGoal
- isLose
- betterEvaluationFunction
- evaluationFunction
- globalMinimax
- minimax
- maximize
- minimize
- globalExpectimize
- expectimax
- maximizeValue
- average
- setEaten
- OccupiedTried
- successorNode struct

Movement.cs (methods were but updated by us to be used)
- Occupied
- setDirection
- Awake

Pacman.cs (methods written from scratch)
- FirstAssignment
- SecondAssignment
- StartCoroutine
- StopCoroutine
- Playback
- StopPlayback
- AgainstOptimalGhost
- AgainstRandomGhost

Pacman.cs (methods were but updated by us to be used)

- Update
- Awake

GhostMovement.cs (methods were but updated by us to be used)
- occupied
- setDirection

PowerPallet.cs (method was updated)
- Eat

The following scripts and code parts are outside codes that we are using:
- PriorityQueue.cs
- AnimatedSprite.cs
- PowerPallet.cs
- Pallet.cs
- GameManager.cs

Any unmentioned scripts means that they are external codes but they were not used by us at all for not needing them.