**Ghost Finite State Machine:**

Chase Pacman

Move Randomly

If Pacman is very far

If Pacman is very far

If Pacman is very close

If Pacman is semi-close

If Pacman is very close

If Pacman is semi-close

Move in PacMan’s general direction

**PacMan Finite State Machine:**

Eat Pellets

Move to eat pellets away from closest ghost

Run away from ghost