**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:**

If nearest ghost is semi-close

If nearest ghost is semi-close

If nearest ghost is very close

If nearest ghost is very far

If nearest ghost is very close

If nearest ghost is very far

Eat Pellets

Run away from ghost

Move to eat pellets away from closest ghost