



Pac Man Configuration

Pac Man 1 :	Human ▼	Adapter :	null ▼
Pac Man 2 :	null ▼	Adapter :	null ▼
Ghost 1 :	Chaser ▼	Adapter :	null ▼
Ghost 2 :	Value Iteration Gauss Seidel ▼	Adapter :	Visibility and Memory by Patron ▼
Ghost 3 :	Modified Policy Iteration ▼	Adapter :	Visibility and Memory by Patron ▼
Ghost 4 :	Random ▼	Adapter :	null ▼
	<div>Random Value Iteration Value Iteration Gauss Seidel Modified Policy Iteration QLearning QLearning With Eligibility Trace Delayed Q learning Sarsa</div>		<div>Fixed Map Generator ▼</div> <div>30 30</div>