## Artificial Intelligence Course

## Project 1: Search in Pacman

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| First name | Last name | Student number |
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### Comments about the assignment (if you have)

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### Question 1: Finding a Fixed Food Dot using Depth First Search (3 points)

### Explain the data structure that you used and also the way you keep the trace from the starting state to the end state …

### Question 2: Breadth First Search (3 points)

### Explain the data structure that you used and also the way you keep the trace from the starting state to the end state …

### Question 3: Varying the Cost Function (3 points)

### Explain the data structure that you used and also the way you keep the trace from the starting state to the end state …

### Question 4: A\* search (3 points)

### Explain the data structure that you used and also the way you keep the trace from the starting state to the end state …

### Question 5: Finding All the Corners (3 points)

### Explain the new state representation….

### Question 6: Corners Problem: Heuristic (3 points)

### Explain your Heuristic function …

### Question 7: Eating All The Dots (4 points)

### Explain your new state representation and the heuristic function…

### Question 8: Suboptimal Search (3 points)

### Explain how did you do the suboptimal search …