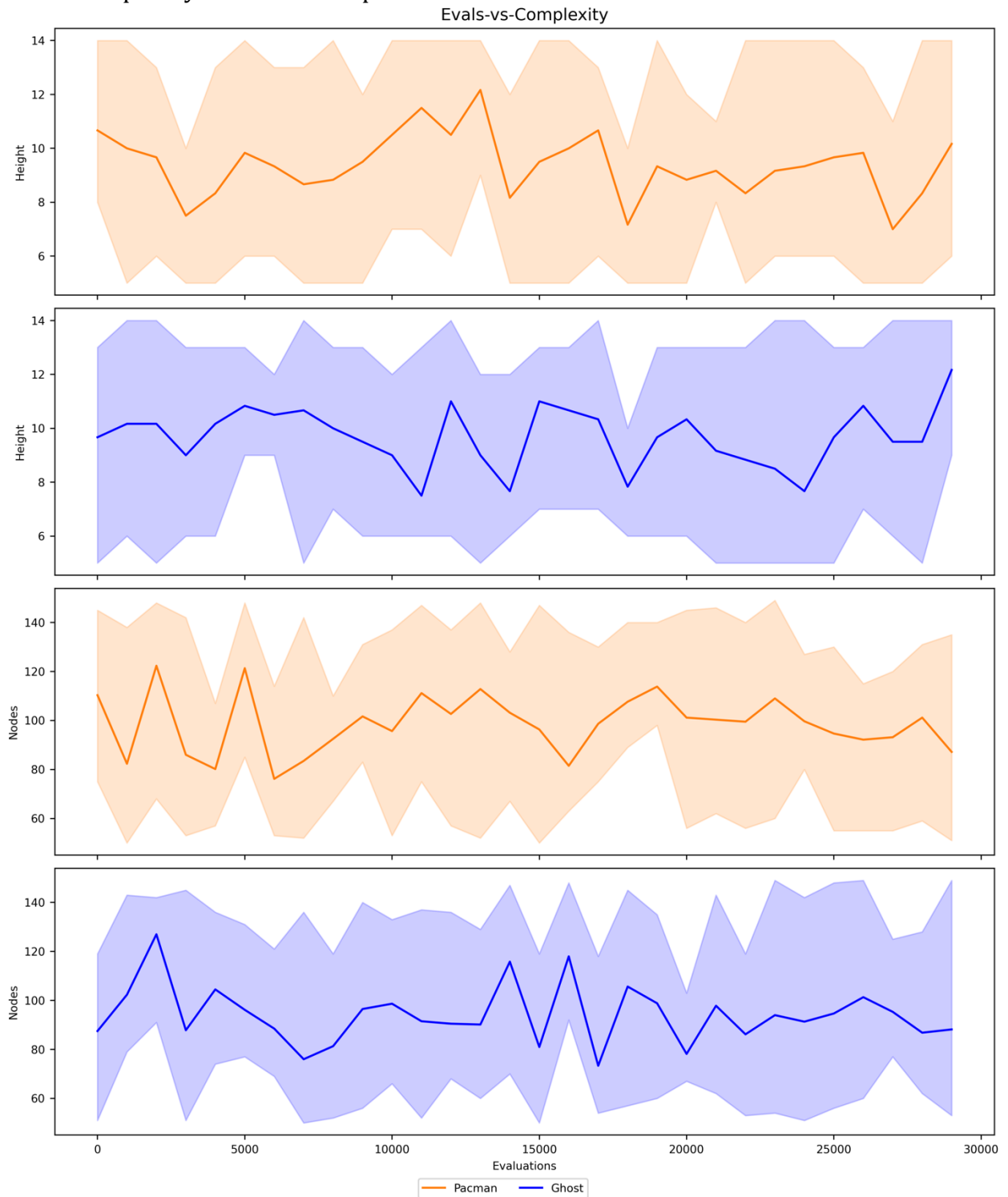
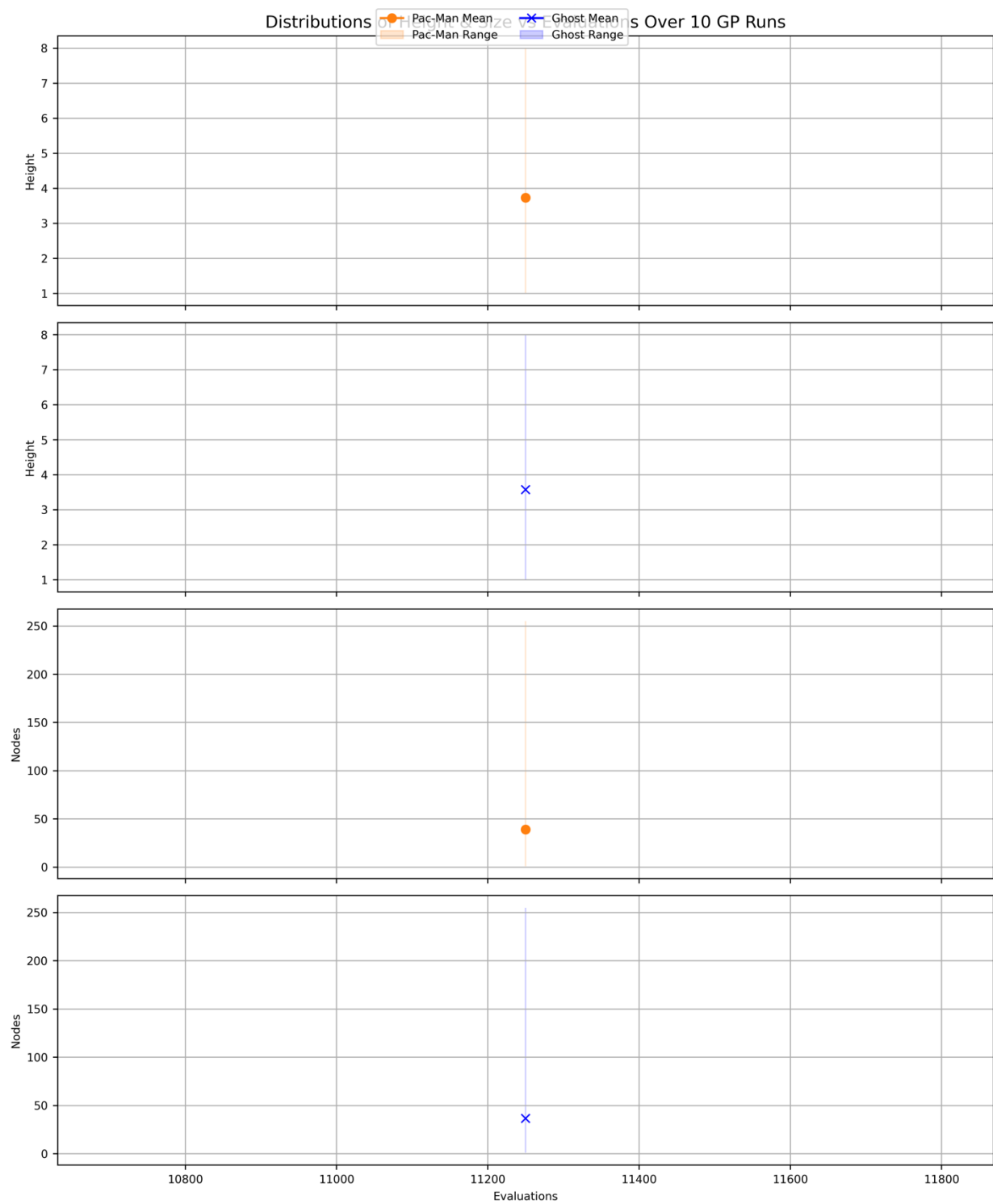


Eval v Complexity first test for expriments



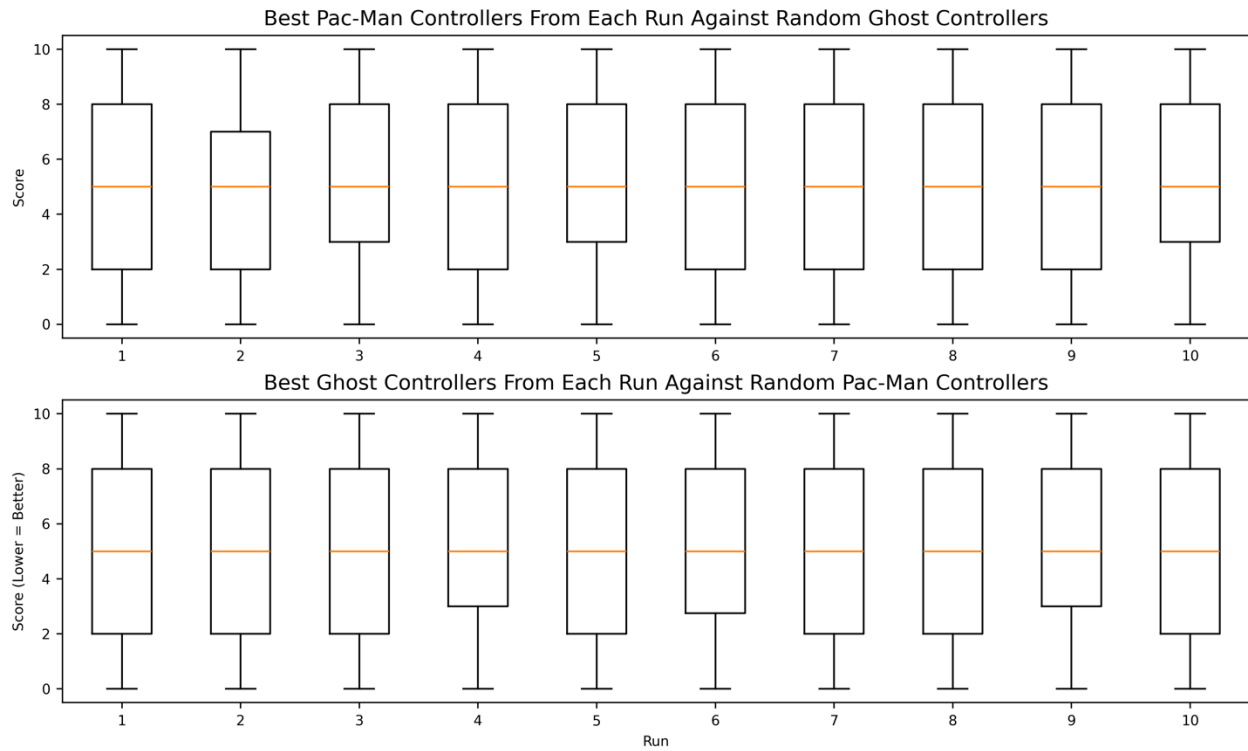
Distribution over 10 runs, it looks straight line almost negligible meaning that there is very little variation in the height of the Pac-Man trees across generations or runs. data collection likely happened only once



In the next figure

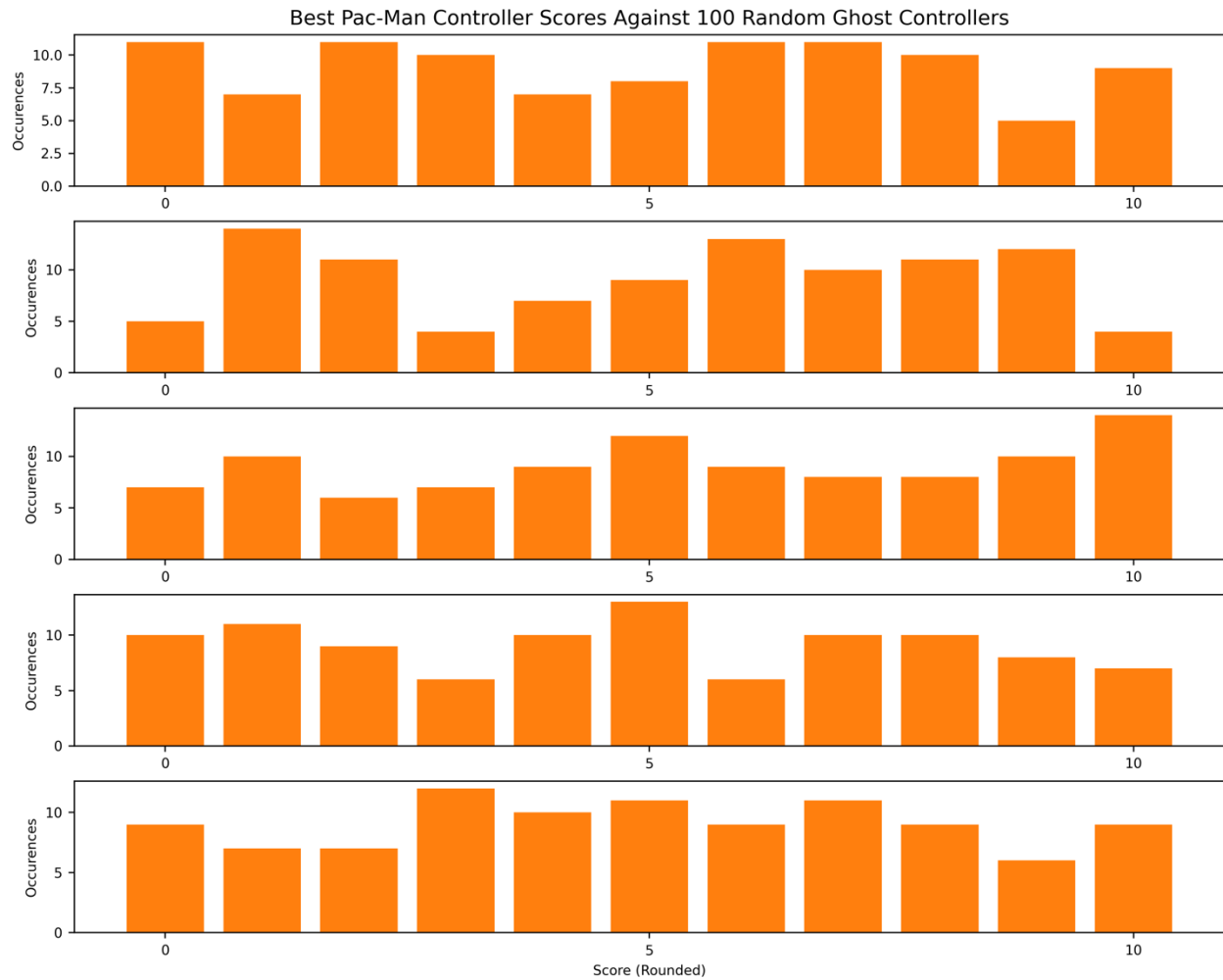
The best Pac-Man controllers are stable in performance, with consistent scoring trends across runs

The best Ghost controllers stable too but slightly more varied performance compared to Pac-Man controllers



Best pac-man against 100 random ghost shows a mix of performance levels

From the pic we can say that some controllers are highly sensitive and other are stable.



some runs producing effective controllers and others struggling against certain Pac-Man strategies,, the Ghost controllers either fail against random Pac-Man controllers

Best Ghost Controller Scores Against 100 Random Pac-Man Controllers

