AI Project Proposal

For the final project we would like to create a Pac Man game agent. The goal behind for our agent “Pac Man” is to avoid the ghosts and collect all the white balls to complete the games levels. Through this project we will need to recreate the game Pac Man, so our agent has a space to play in. We will then need to implement different algorithms for our agent to be built on. The inputs for this project will be the game display. Some examples of these inputs include the walls, ghost locations, and the white ball locations. The outputs for our agent will be ley inputs such as “w”, “a”, “s”, and “d”. Each of these keys will control a direction that our agent can go, and this will be how our agent will traverse the game.

The algorithms we will be using for this project will be

The results that we are expecting to see from this projected are our agent being able to complete the maps by collecting all white balls and avoiding all the ghosts. We are hoping to accomplish this result for multiple agent types.

Ghost AI - https://www.youtube.com/watch?time\_continue=270&v=ataGotQ7ir8&embeds\_referring\_euri=https%3A%2F%2Fwww.google.com%2F&source\_ve\_path=Mjg2NjIsMjg2NjIsMjg2NjY&feature=emb\_logo