**VIETNAM NATIONAL UNIVERSITY**

**UNIVERSITY OF SCIENCE**



**TOPIC**

**Project 02**

MEMBERS

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**Course: Artificial Intelligence**

**Ho Chi Minh City– 2020**

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# Assignment Plan

|  |  |  |
| --- | --- | --- |
| Tasks | Vũ Công Minh | Lư Ngọc Liên |
| Create text files | No | No |
| Read files | No | Function to read maze from file  1% |
| Graphic | Draw map (monster, food and pacman) from file.  5% | Pacman move follow path 4% |
| Run mode | No | No |
| Play mode | Monsters move randomly  5% | No |
|  | Monster change path when pacman move.  1% | Using A\* to find path for Monsters  4% |
| Report | Write report 15% for each member | |

***Self rating:***

Project: 100% overall.

For each member:

+ Vũ Công Minh:

+ Lư Ngọc Liên:

# Environment to compile and run the program

Environment to compile and run the program: Visual Code

Version control: GitHub

# Estimating the degree of completion level for each requirement

# Instruction

To play the game, you should follow steps below.

