**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.

1. Run the main.py file.
2. Input maze you want to play by entering the syntax *“map[1]\_lv[2]”*

* [1] is the maze number (from 1 to 5)
* [2] is the level number (from 1 to 4)

1. Input the level you want to play by entering the number from 1 to 4
2. Choose the movement speed of pacman. The higher number, the slower pacman moves. For example: *250* means 250 milliseconds.
3. Enjoy the game.

During your time game, the score will calculate follow some rules:

1. Each step pacman moves, your score decrease 1 point.
2. When you get food, your score increase 20 point.
3. You can see the score on the right side on the game screen.
4. Console will print real time execution. This is time for algorithms return path for pacman.