**Write an analysis of the different behaviors of the “Ghosts” in the retro game Pac Man. Describe how they behave against one another, depending on their location on the screen, and towards Pac Man.**

The ghosts in Pac-Man each have different AI patterns when it comes to chasing the titular protagonist. Each ghost works to achieve their goal in different ways to reach Pac-Man.

**Essay: How can we consider that a Game AI is unintelligent or unfair? You may state examples from games.**

return