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Instructions for running the Ms Pacman application with our agent:
The game is run through IntelliJ. Open up the project folder in IntelliJ and make sure you are running Java 7.

- Run the main method in the Executor class.
- The application will first take a few seconds for training the AI, generating the decision tree and printing the calculated hit rate of the training and test data.
- When this is done, the game will start and be played by our AI, MyPacMan(), against the StarterGhosts().