We have created two agents: one is offensive and other one is defensive. When the offensive agent moves away from ghosts and when it has more food then we made it more urgent for the agent to get back to red zone. The offensive agent only cares about ghosts when it's a pacman and distance from ghost is less than three. When in red zone, the offensive agent acts like a defender but doesn't make sacrifices. The defensive agent tracks the invaders and eat those. When there's no invader then the defensive agent becomes an attacker.