* Tree search:
* Constraint Satisfaction Problem
* Games*: to determine the objectives*
* Non-deterministic search: *value iteration over the enemy*
* Reinforcement
* Bayes Inference: *for the position*
* Decision Networks
* Markov Models
* Machine Learning
* Perceptron

**Objectives** [aimEnemy (PacMan or Ghost), go to a pellet (which one), go to a buzz, hang in defense]

#the flee is a reaction

* numCarrying -> objective
* distanceToHome
* numInvaders
* invadersDistantToFrontier
* numCarryingInvaders
* risk (Later)
* changeObjective
* concurennt objectives

**Action/Reaction**:

* eatable -> local behaviour
* trap
* distanceToObjective
* score