```python
class Agent:
    def chooseAction(self, observations, possibleActions):
        lidar = observations['lidar']
        velocity = observations['velocity']

        directions = ['left', 'left', 'straight', 'right', 'right']
        lidar_max = max(lidar)
        best_index = lidar.index(lidar_max)
        steer = directions[best_index]

        distance = lidar[2]

        if distance > 3 and velocity < 0.8:
            throttle = 'accelerate'
        elif distance < 1.5 and velocity > 0.5:
            throttle = 'brake'
        else:
            throttle = 'coast'

        return (steer, throttle)
```

At the first trial, the average score was 33.37 with the lowest score of Oval -12.18, followed by Spiral score -3.42. So, I had chosen to focus on the game where I got a minus score. Then, I changed the coefficient of velocity. I have found that even the object was so fast that it hit the wall, it still accelerated or coasted. Therefore, I thought the object needed to accelerate at a small velocity and brake at a velocity larger than that previous velocity for acceleration and I set the velocity as 0.1. The result unfortunately didn't show up in the leaderboard, but It really does not hit any wall in any game.

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    def chooseAction(self, observations, possibleActions):
        lidar = observations['lidar']
        velocity = observations['velocity']

        directions = ['left', 'left', 'straight', 'right', 'right']
        lidar_max = max(lidar)
        best_index = lidar.index(lidar_max)
        steer = directions[best_index]

        distance = lidar[2]

        if velocity == 0:
            throttle = 'accelerate'
        elif distance > 3 and velocity <= 0.1:
            throttle = 'accelerate'
        elif distance < 1.5 and velocity > 0.1:
            throttle = 'brake'
        else:
            throttle = 'coast'


        return (steer, throttle)
```