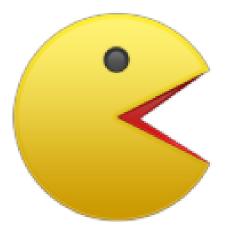
Pacman Project 0 Getting Started

授課教師/孫春在 助教/傅昱翔、蔣承翰、黃柏皓、呂學昱 日期/2015.03.02

Objectives

- Meet the Pac-Man Projects.
- Set the environment for it.
- Play!



The Pac-Man Projects

 UC Berkeley "Introduction to AI" http://ai.berkeley.edu/project_overview.html

Python 2.7

The Pac-Man Projects

Pac-Man played by an Al agent.



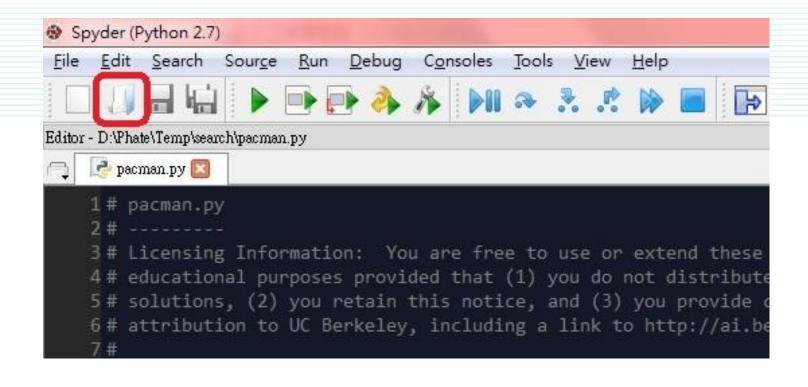
Environment

- WinPython 2.7.9.2
 - https://winpython.github.io/
 - Python 2.7.9
 - Portable
 - (IDE) Spyder

python pacman.py

Environment (Spyder)

- Step 1: Open Spyder
- Step 2: Open the file "Pac-Man/pacman.py"



Environment (Spyder)

Step 3: Click "Run settings"

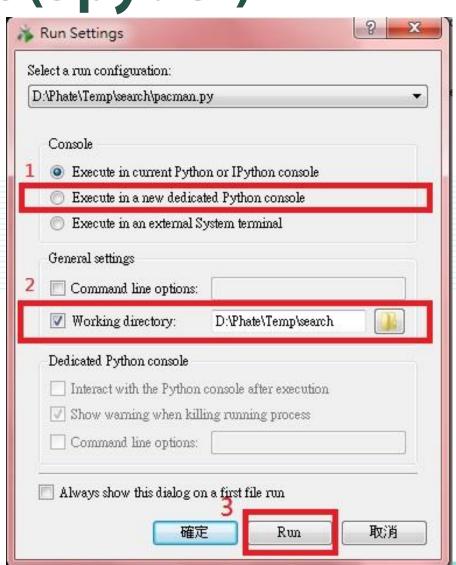
```
Spyder (Python 2.7)
File Edit Search Source Run Debug Consoles Tools View Help
                                       Editor - D:\Phate\Temp\search\pacman.py
                               Settings
    🥏 pacman.py 🔯
    1# pacman.py
    3 # Licensing Information: You are free to use or extend these
    4 # educational purposes provided that (1) you do not distribute
    5 # solutions, (2) you retain this notice, and (3) you provide o
    6# attribution to UC Berkeley, including a link to http://ai.be
```

Environment (Spyder)

- Step 4
 - Set the console to "new Python console"
 - Set the working directory to "Pac-Man/"
 - Run

Environment (Spyder)

Step 4



Objectives (3/3) Play!



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