



Pacman Project 0

Getting Started

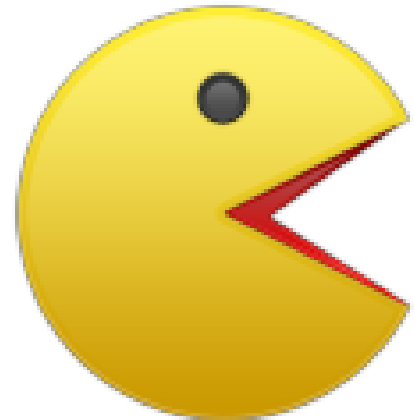
授課教師 / 孫春在

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!



Objectives (1/3)

The Pac-Man Projects

- UC Berkeley “Introduction to AI”
http://ai.berkeley.edu/project_overview.html
- Python 2.7

Objectives (1/3)

The Pac-Man Projects

- Pac-Man played by an AI agent.

Objectives (2/3)

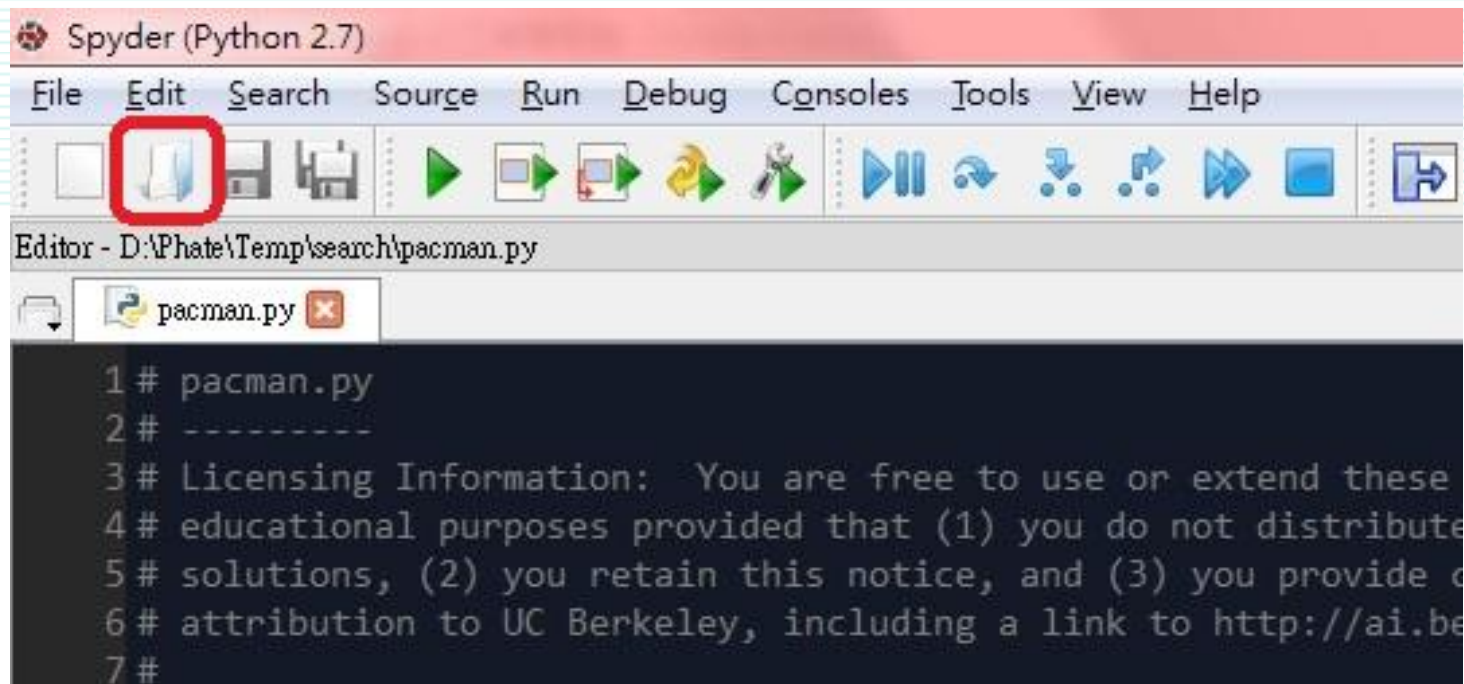
Environment

- WinPython 2.7.9.2
 - <https://winpython.github.io/>
 - Python 2.7.9
 - Portable
 - (IDE) Spyder
- python pacman.py

Objectives (2/3)

Environment (Spyder)

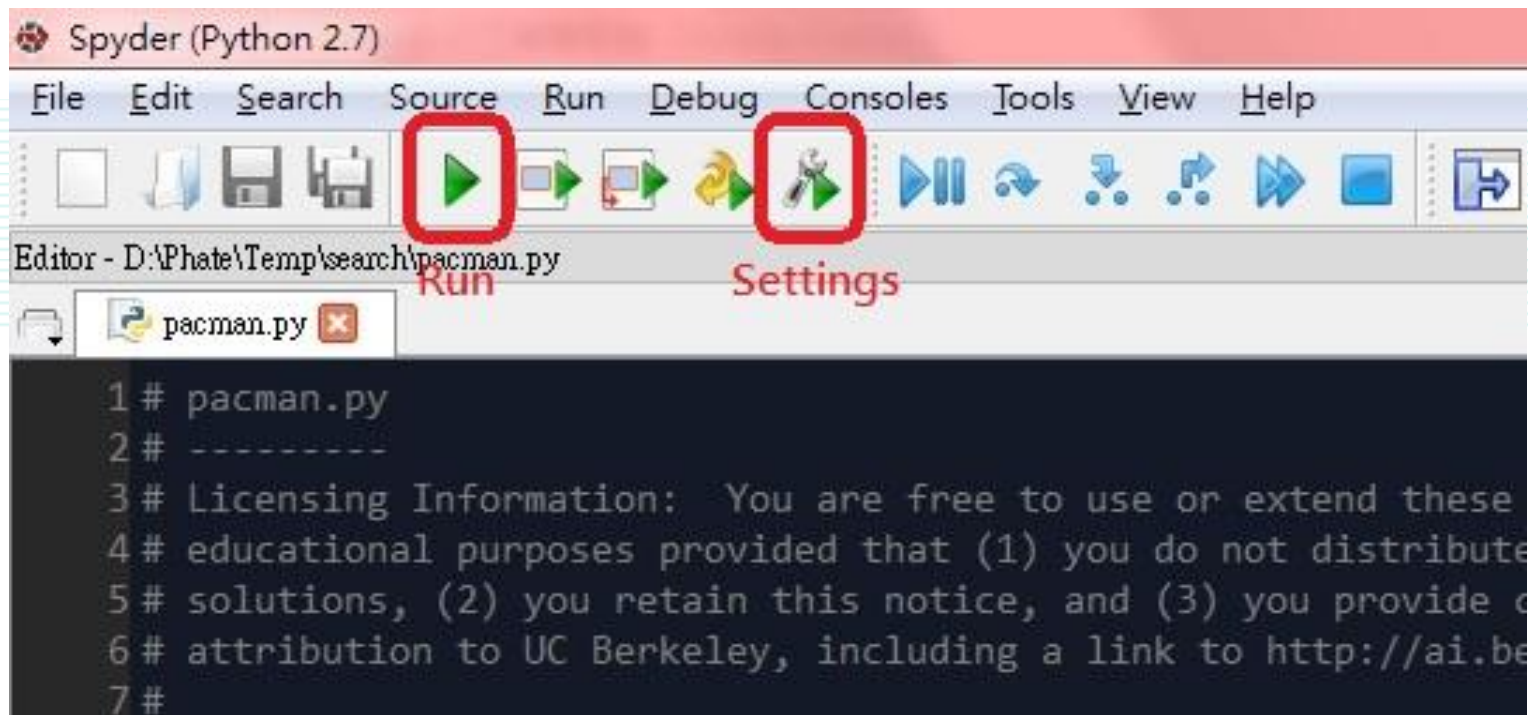
- Step 1: Open Spyder
- Step 2: Open the file “Pac-Man/pacman.py”



Objectives (2/3)

Environment (Spyder)

- Step 3: Click “Run settings”



Objectives (2/3)

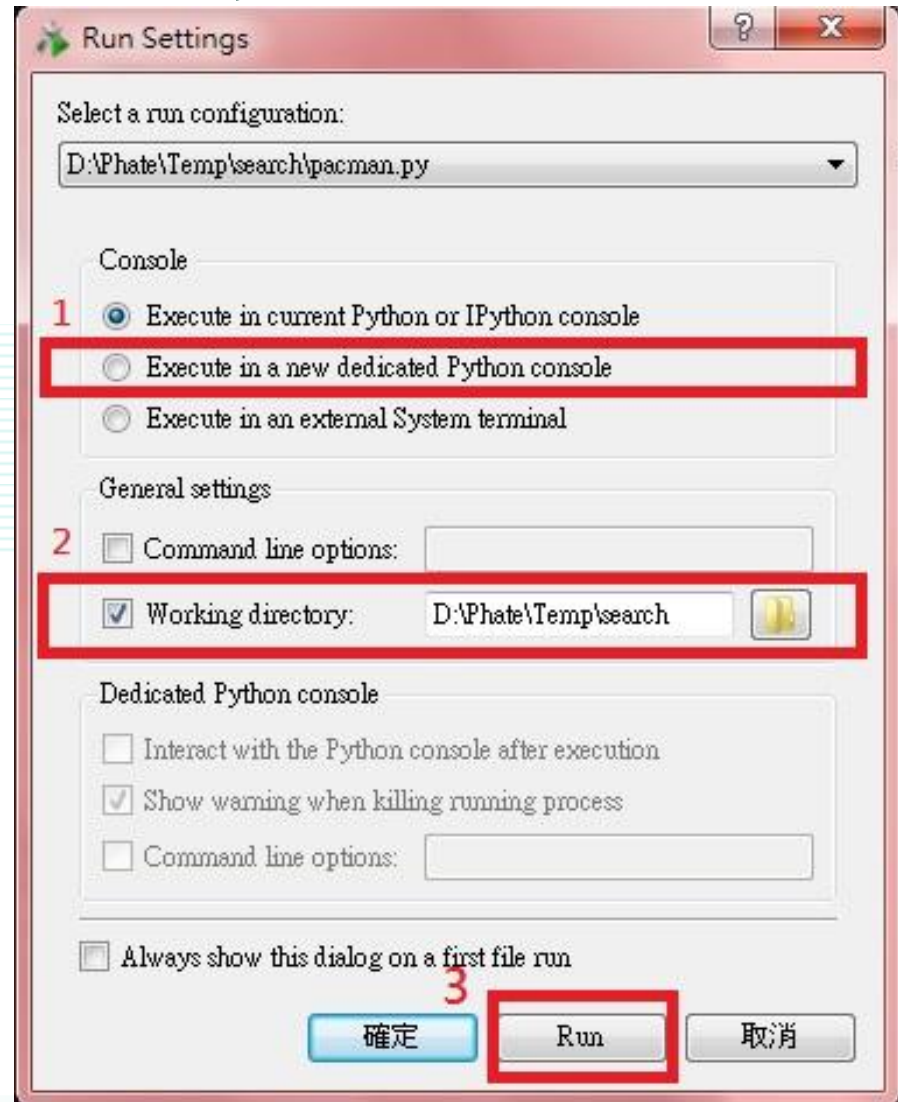
Environment (Spyder)

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

Objectives (2/3)

Environment (Spyder)

- Step 4



Objectives (3/3)

Play!



Contacts

- 傅昱翔

yuhsiangfu.cs98g@nctu.edu.tw