Dataloop Python Assignment

Into:

In order to create an automatic pacman player, we first need to calculate the distance from the Pac-Dot and the ghost so we can figure out in which direction to move.
In this assignment you will calculate the walking distance from the ghosts.

Input: a ndarray game board (NxM) where each x,y location contains:

      0 - free path. Where pacman and the ghosts can move

      1 - wall. Can't pass through walls

      2 - ghost

      3 - pacman. Only one

Output: and ordered list (from closest to farthest), each cell contains the location and the distance. E.g. [[(x1,y1), d1], [(x2,y2),d2] …]

Execution:

For this assignment you will have 2 hours.
You will need to create git repository (github) and upload your code and README.md file with a few word about you solution and insights.
We will execute you code with following line:
python main.py --board 'path/to/board_filename.npy'
Cannot commit anything after two hours!

Restrictions

Only use numpy package

Good Luck!