Project 1
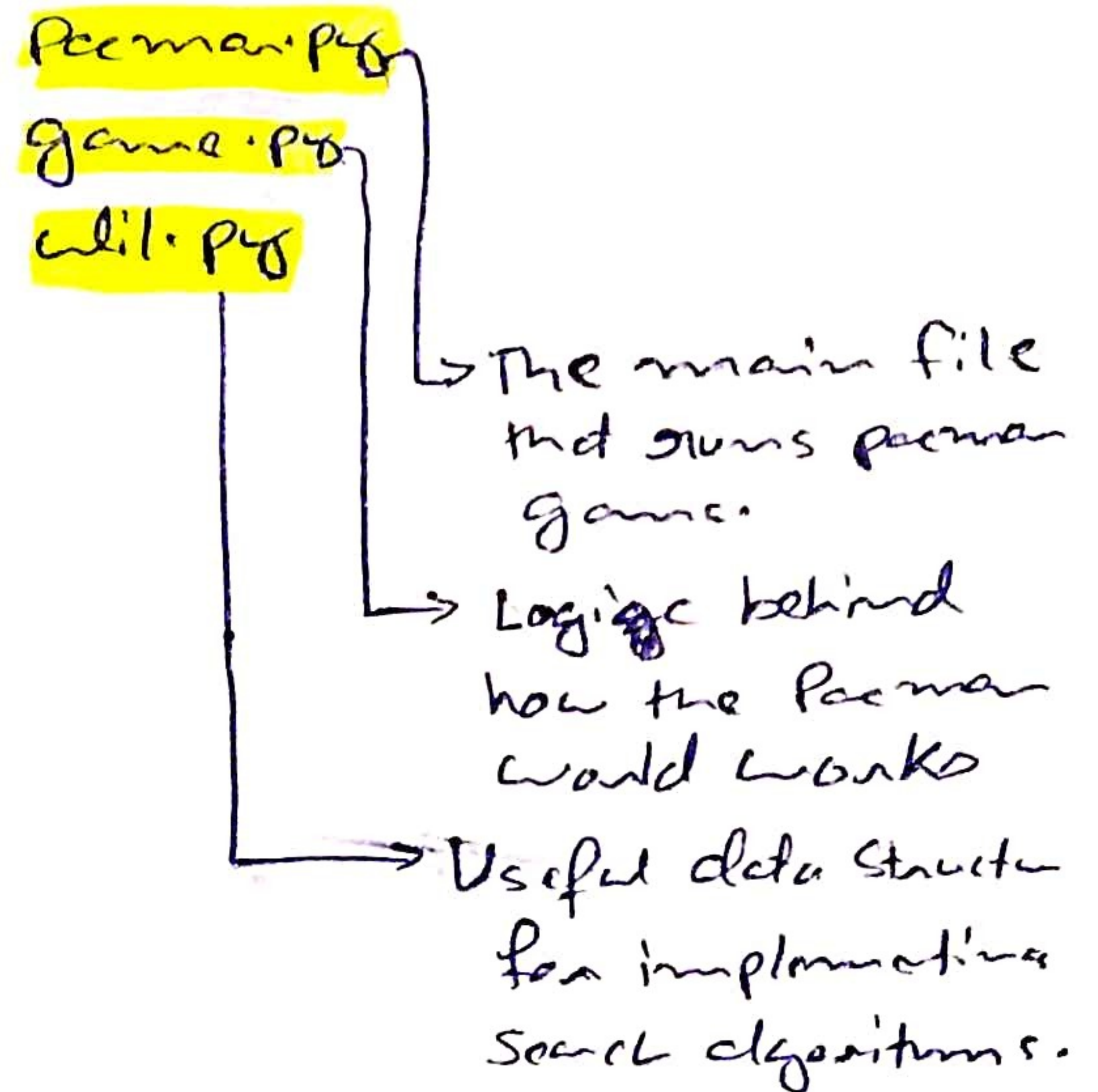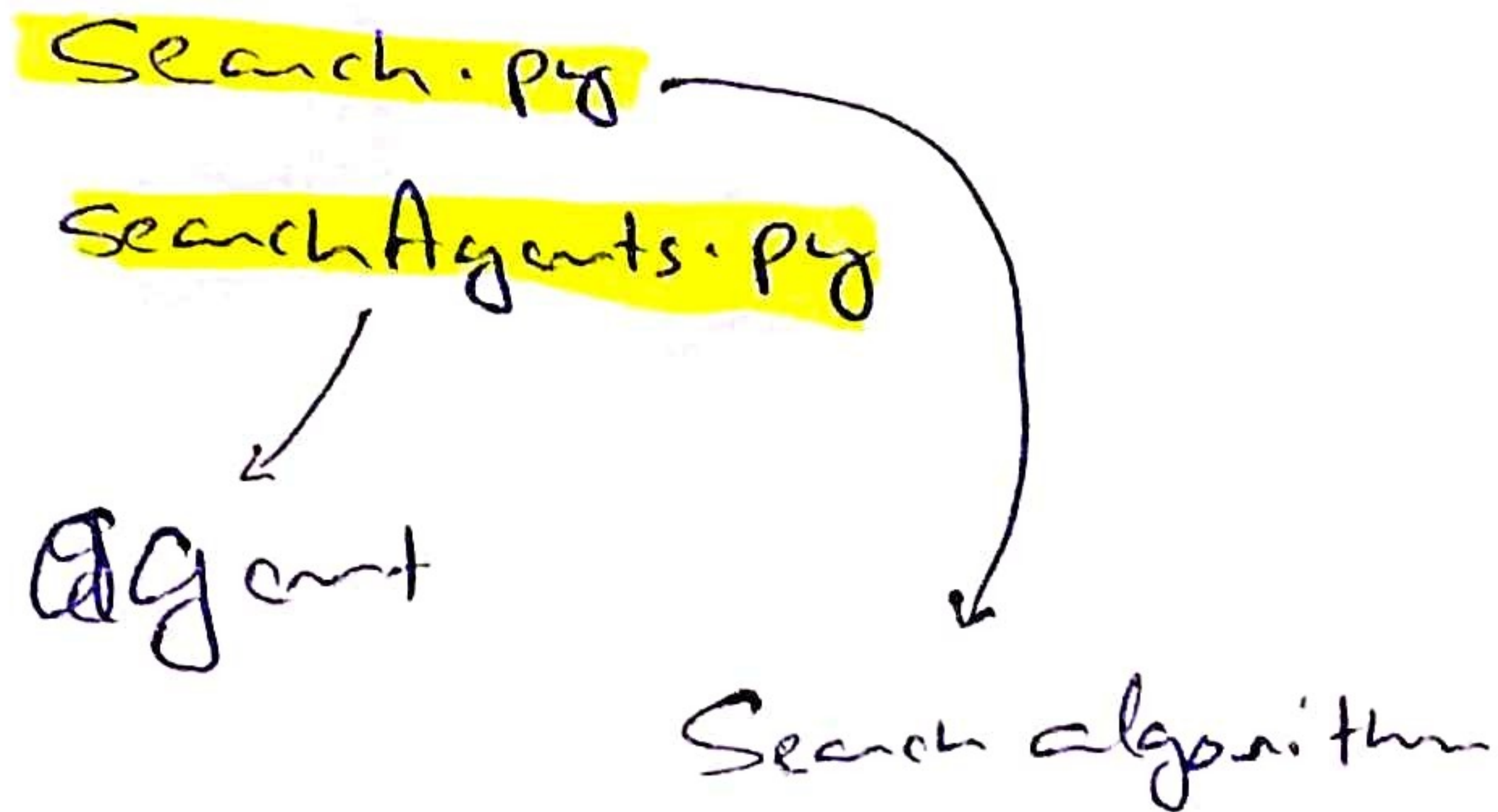
⇒ Pacman agent will find paths through this maze world:

  ↳ Reach a particular location & collect food efficiently.

==Search.py==

==SearchAgents.py==

→ Agent

→ Search algorithm

==Pacman.py==

==game.py==

==util.py==

↳ The main file that runs pacman game.

↳ Logic behind how the Pacman world works

→ Useful data structure for implementing search algorithms.

1. Find a fixed food Dot using $\boxed{\text{depth first Search}}$

→ Implement graph search version of DFS.