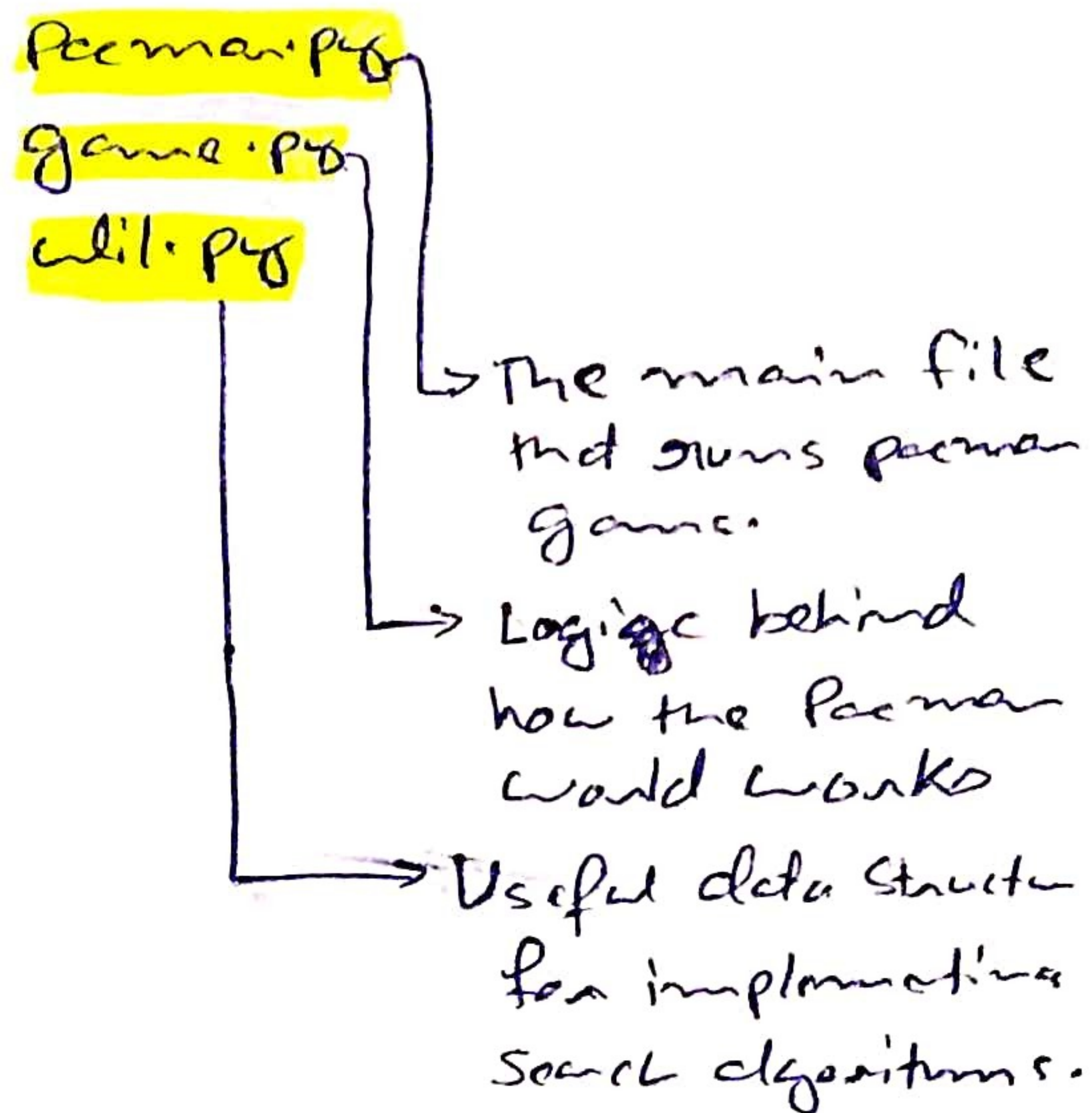
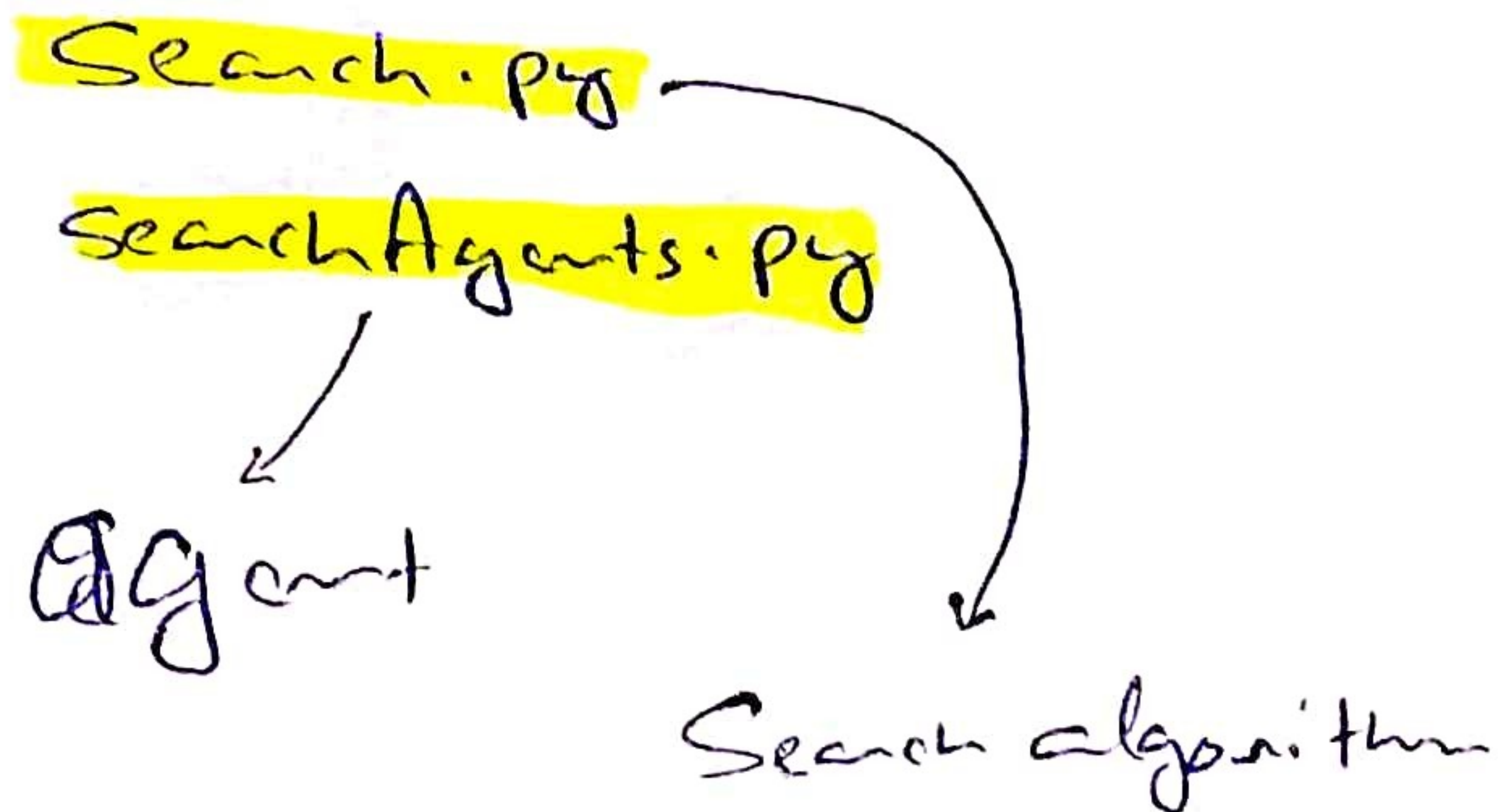


Project 1

⇒ Pacman agent will find paths through his maze world:

↳ Reach a particular location & Collect food efficiently.



1. Find a fixed food Dot using depth first Search

→ Implement graph search version
of DFS.

Search Agent

- fully implemented
- ① → Plans out path through Pacman's world
- ② → Executes the path step by step

⇒ It's your job to implement search algorithms.

Stack Queue PriorityQueue

[Implemented in util.py]

GameState

- Specifies the full game state
 - food
 - capsules
 - agent configurations
 - Score changes.

→ Pacman is always agent 0.

