## Project 1

=> Parman agant will find paths through his mare would:

Reach a particular location & Collact Good efficiently.

Search. Py Search Agents. Py agant Search algorithm

Pacma Py

> The main file med owns poeman game.
> Logiac behind how the Parman would works

Search defendations.

1. Find a fixed food Oot using depth first Search!

-> Implement graph Scarch version

Search Agent

| Search Agent

| Polly Implemented

Of Plans out path through Berman's would

Obs Precetor the path stop by stop

=> Its your job to implement search algorithms.

Stack Quene Posioosito Quene

I Implamented in util. Pro)

Frame State

> Specifies the full game state

> food

capsules

> capsules

> squit Configurations

> Scare Charges.

-> Parman is always agent 0.

W S F