**Programming Project No. 3**

**Multi-Agent Pacman**

### Introduction

In this project, you will design agents for the classic version of **Pacman**, including ghosts. Along the way, you will implement both ***minimax*** and ***expectimax*** search and try your hand at evaluation function design. The code base has not changed much from the previous project, but please start with a fresh installation, rather than intermingling files from project 1.

### Members Contributions

|  |  |  |  |
| --- | --- | --- | --- |
| Name | ID | Time | Task |
| Ali Slais | **201330470** | **1.5 hours** | **Q5** |
| Mustafa Al-Turki | **201351850** | **3 hours** | **Q2+Q3** |
| Ibrahim Al-Beladi | **201224780** | **0.5 hour** | **Q4** |
| Maged Al-shaibani | **201381710** | **1 hour** | **Q1** |
| Saif Algarawy | **201356010** |  |  |