

First, I recorded the score of current state as Score. Second, calculate the distance to the closest food and add 20 times the reciprocal of the value to Score as reference. Third, calculate the distance to the closest capsule and add 100 times the reciprocal of the value to Score as reference. Last, fine-tune the Score by -30 if the pacman is just beside a ghost. Staying alive is the best way to win. The range of the points pacman averages is about 900~1200 and the range of the winning times pacman averages is about 17~24 (tested by me). Please give my pacman some chances if it doesn't perform well sometimes.