

## 1 Reflex Agent

1. What was the feature you used for your evaluation function?

## 2 Minimax

1. When Pacman believes that his death is unavoidable, he will try to end the game as soon as possible because of the constant penalty for living. Give an explanation as to why the Pacman rushes to the closest ghost in this case ?

## 3 Expectimax

1. You should find that your ExpectimaxAgent wins about half the time, while your AlphaBetaAgent always loses. Explain why the behavior here differs from the minimax case.

## 4 Evaluation Function

1. What features did you use for your new evaluation function?

## 5 Self Analysis

1. What was the hardest part of the assignment for you?
2. What was the easiest part of the assignment for you?
3. What problem(s) helped further your understanding of the course material?
4. Did you feel any problems were tedious and not helpful to your understanding of the material?
5. What other feedback do you have about this homework?