Defensive Agent:

Sensor:

* wait for crossing

Action:

* Chase
* Sit near border

Offensive Agent:

Action:

* Path find to the food
* Flee toward home or pellet (stop at border aka drop food)

Sensor:

* Detect when it has x number of food
* Detect when the opponent is x spaces away
* Detect if power pellet is still in play
* Is the pellet or the border closer?