(SimpleExtractor):

Problem: Pacman only cares about the closest food

Solution: Should maybe go for a capsule while ghosts are within a certain proximity

Problem: While ghosts are scared, Pacman still avoids them

Solution: Set scared ghosts to have a priority if they are scared

Problem: Pacman will occasionally trap himself if a ghost is chasing him

Solution: Check the next tile and the tiles surrounding, add up the number of walls in the vicinity. The less walls, the more rewarded Pacman is. The factor still needs to be less than what would incentivise Pacman to go for food

Problem: Pacman will sometimes stay sandwiched between two ghosts even if there is a way to get out

Solution: Pacman should check if there are two angry ghosts on the same x or y and if Pacman is going horizontally, he should try to switch to vertically, and vice-versa. Of course, this should have less impact then trapping himself

(myExtractor):

Features: