2.New.lay

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%.......G .........%%%%%%..... G...%
%.%%...%%  %%.....%%.......%.%%%.%%%.%
%.%o.%.........%.%....%%.....%....o%%.%
%.%%.%.%%..%%.%...%%......%%.%%%.%%%.%
%........P...........%%%%%%.........%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

	Minimax ghost	**Random ghost**
Minimax pacman	Win Rate 0/5 Avg.Score:230	Win Rate 1/5 Avg.Score:218.2
Expectimax pacman	Win Rate 0/5 Avg.Score:394	Win Rate 1/5 Avg.Score:-379

3.Random ghost move randomly and may catch the pacman or never catch pacman. Minimax pacman and Expectimax pacman will choose the best way to get to win by escaping from ghost and getting close to food and capsule. Adversarial ghost will chase the pacman and two or more ghosts may will finally catch the pacman. If there is one ghost, the pacman may will escape from the catch of ghost and finish eating all the food. When there are two or more ghosts, pacman may be caught by ghosts.
Pacman agent implementing the correct assumption of the ghosts behaviour: MiniMax pacman vs. Adversarial ghost

4.Because every move of ghost and pacman will affect the next move evaluation of ghost and pacman, so ghost will evaluate each time and choose the closer path to catch the pacman. This will seem to be an cooperation.