



Modifications we used last year:

Ghost Avoidance:

- Predict ghost behaviors
- Terminate unsafe paths early
- Extra cost associated with being near ghosts

Ghost Chasing:

- After super pellet, set the target to nearest ghost
- "Predict" ghost behaviors
- Stay away from the ghost lair

Fruit:

- If the fruit is close enough, set the target to it

Targeting:

- Choose targets close to super pellets
- Eat as many pellets as possible along the way
- Plan for when ghosts speed up