	SUNID BENMA
1a mi	handle when the depth is not where man or min book in.
Vissin stage, d)	= { Vtility (5) if Is End(5) Eval (5) if d=0 max Vminney (Suc (5, a), d) if Player (5) = ao astronis) minarhamis (Suc (5, a), d) if Player (5) = ar, as, as and min Vminney Suc (5, a), d-1) if Player (5) = an
30. In the	is case, we need to average the legal moves and the product of that average
Ymax (5, d) =	Eval (5) if Is End(5) Eval (5) if d = 0 max Vmax Succ (5, a), d) if flager (5) = a o acritions S [Autin, (5)] & Vmax (Succ (5, a), d) if flager (5) = a,
	[Actions 5) at Autory (Success, a), d-1) if Players) = an

4 b Eval function for features of Pistane, food, cap inclusived 1. Distunce to food, get a negative crefficient (+) 2. Distance to ghost get a partitive crefficient (+) 3. Num it food and consules left, get a negative crefficient (+) 4. Distance as enach ghost, get a partitive crefficient (+) 5. Reignand of turns of wheat is important We trued 1. change the weight of Distance coefficient — worked 2. different score model — norted 3. paiman and ghost's locations / positions — not nork 4. different get ghost's scared line — worked		I I a de Oran de de croixidos de
1. Distance to food, get a positive coefficient (-) 2. Distance to ghost, get a positive coefficient (+) 3. Num of food and cogginles left, get a negative coefficient (+) 4. Distance to exceed ghost, get a positive coefficient (+) 5. Reconcul of turns of whost to is important We trued 1 change the weight of Distance coefficient - worked 2 different score model - norted 3 parman and shows a locations / positions - not work	4b. Eval	I function for features of visitance, forh, cap rules und
3. Num of food and consules left, get a negative coefficient (+) 4. Distance so enced ghost, get a positive coefficient (+) 5. Reconsul of turns of short to is important We trued I change the weight of Distance coefficient - worked 2 different score model - norted 3 parman and shows 's locations / positions - not work	la l	Distance to food, get a negtive cretishent (-)
4. Pistana is crased ghost, get a positive coefficient (+) 5. Reconcul of turns of your to is important We tried I change the weight of Distance coefficient - worked 7 different score model - norted 3 pairman and ghost's locations/positions - not work	2.	Distance to growt get a positive conficient (1)
We trued I change the weight of Distance wellingst - worked I different score model - norted 3 parman and shows 's lowering / positions - not work	3. /	Num of food and consents coff, get a negative confident
We trued I change the weight of Distance wellingst - worked I different score model - norted 3 parman and shows 's lowering / positions - not work	9,1	Vistana to snaked ghost, get a positive welficient
We tried I change the weight of Distance wellings - worked I different score model - norted 3 parman and ghost's locations/positions - not nork	5.	keiphow of turns of your is ingortant
3 parman and ghost's locations/positions - not work	We to	ried
3 parman and ghost's locations/positions - not nork	1 0	hange the weight of Virtunce coefficient - worked
4 different granghout's locations/positions - not work 4 different granghout's seared time - worked		afferent store model - norted
4 different ghost's sured lime - worked	3 P	arman and ghost's locations/positions - not nork
	4 d	ifferent ghost's sured time - worked