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Lab 5

During this lab, I enjoyed seeing how different search strategies actually changed Pacman's behaviour in the game. Implementing the reflex agent was quite fun because I could directly tune the evaluation function and immediately see the effect on performance. The minimax and alpha-beta parts were more challenging, especially handling multiple ghosts, the depth definition (one ply = Pacman + all ghosts), and making sure I did not call `generateSuccessor` more than necessary to satisfy the autograder. However, after debugging and passing all test cases, I feel more confident about multi-agent search, adversarial reasoning, and how theoretical algorithms behave in a practical game environment.