

Artificial Intelligence Project 2
2020-2021
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Programming Language: Python

Project Description:

This is the Project 2 implementation of the Berkley University: "Introduction to Artificial Intelligence" (<https://inst.eecs.berkeley.edu/~cs188/sp20/project2/>). The goal is to design agents for the classic version of Pacman, including ghosts. Along the way, I also implemented both minimax and expectimax search and an evaluation function.

The file that was written by me in this project is:

1. multiAgents.py

File Description:

- evaluationFunction: Returns an evaluation value for a given data point.
- minimax: Implements the minimax function using minval/maxval
- ab_pruning: Implements the ab_pruning function using different minval/maxval
- expval: Implements the expectimax function using maxval.
- Evaluation Function: Uses distances from:
 - Food
 - Ghosts
 - Scared Ghosts
 - Capsulesin order to evaluate a situation.

Every function has comments that further explain its code.

Project Execution:

python autograder.py