

CS182 HW2

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Written Portion

1) It fared much better with the directional ghost because it allowed pacman to move more rather than just thrash around until a ghost came next to it by chance than with the random ghost. It worked fast with the minimax because alpha beta pruned a lot of nodes and allowed the implementation to be faster

2) If I were to design a ghost agent, I'd design one that really takes into the account the movements of the other ghosts around it so that it could eventually corner pacman and he would have a hard time getting out of the situation. A lot of players find the random ghosts easy because they are all autonomous in a way and do not really try to find ways to corner or trap pacman with the other ghosts so they become quite easy to avoid.

3) 1. For any values that are larger than 6. 2. Yes it did because the next step will be maximization.