

ClassicGameRules
initialState quiet : bool timeout : int
agentCrash(game, agentIndex) getMaxStartupTime(agentIndex) getMaxTimeWarnings(agentIndex) getMaxTotalTime(agentIndex) getMoveTimeout(agentIndex) getMoveWarningTime(agentIndex) getProgress(game) lose(state, game) newGame(layout, pacmanAgent, ghostAgents, display, quiet, catchExceptions) process(state, game) win(state, game)



GameState
data : GameStateData explored : set
deepCopy() generatePacmanSuccessor(action) generateSuccessor(agentIndex, action) getAndResetExplored() getCapsules() getFood() getGhostPosition(agentIndex) getGhostPositions() getGhostState(agentIndex) getGhostStates() getLegalActions(agentIndex) getLegalPacmanActions() getNumAgents() getNumFood() getPacmanPosition() getPacmanState() getScore() getWalls() hasFood(x, y) hasWall(x, y) initialize(layout, numGhostAgents) isLose() isWin()

GhostRules
GHOST_SPEED : float
applyAction(state, action, ghostIndex) canKill(pacmanPosition, ghostPosition) checkDeath(state, agentIndex) collide(state, ghostState, agentIndex) decrementTimer(ghostState) getLegalActions(state, ghostIndex) placeGhost(state, ghostState)

PacmanRules
PACMAN_SPEED : int
applyAction(state, action) consume(position, state) getLegalActions(state)