

Actions
TOLERANCE : float
directionToVector(direction, speed) getLegalNeighbors(position, walls) getPossibleActions(config, walls) getSuccessor(position, action) reverseDirection(action) vectorToDirection(vector)

Agent
index : int
getAction(state)

AgentState
configuration isPacman numCarrying : int numReturned : int scaredTimer : int start
copy() getDirection() getPosition()

Configuration
direction pos
generateSuccessor(vector) getDirection() getPosition() isInteger()

Directions
EAST : str LEFT : dict NORTH : str REVERSE : dict RIGHT : dict SOUTH : str STOP : str WEST : str

Game
OLD_STDERR : NoneType OLD_STDOUT : NoneType agentCrashed : bool agentOutput agentTimeout : bool agents catchExceptions : bool display gameOver : bool moveHistory : list muteAgents : bool numMoves : int rules startingIndex : int state totalAgentTimeWarnings totalAgentTimes
getProgress() mute(agentIndex) run() unmute()

GameStateData
agentStates : list capsules food layout score : int scoreChange : int
copyAgentStates(agentStates) deepCopy() initialize(layout, numGhostAgents)

Grid
CELLS_PER_INT : int data height width
asList(key) copy() count(item) deepCopy() packBits() shallowCopy()

