Layout
agentPositions : list capsules : list food : Grid height layoutText numGhosts : int visibility : Grid walls : Grid width
deepCopy() getFurthestCorner(pacPos) getNumGhosts() getRandomCorner() getRandomLegalPosition() initializeVisibilityMatrix() isVisibleFrom(ghostPos, pacPos, pacDirection) isWall(pos) processLayoutChar(x, y, layoutChar) processLayoutText(layoutText)