Assignment 1

Pacman Option

DFS, BFS, Uniform Cost, A*

- Questions 1-4 are the implementation of these algorithms you learned in lecture
- Read the questions on the site linked in the assignment, they are quite detailed

Corners Problems & Eating All Dots

- Question 5 – Finding all corners (need to do Q2 first)
- Question 6 – Using a heuristic to find a path to all corners (need to do Q4 first)
- Question 7 – Eating all of the dots in a maze (need to do Q4 first)

Expectations

- You should only edit and submit 2 files at most: ***search.py*** and ***searchAgents.py***
- Do not copy code you find online or from others
- You code should run using the command ***python3***

TIPS

1. For python help there are resources linked in the assignment doc, and on Berkeley's Pacman project page.
2. You will need to read files other than the 2 you are submitting likely including: ***game.py, pacman.py,*** and ***util.py.***
3. Test your algorithms on simple mazes (see ***commands.txt*** for some examples) before going against the autograder.
4. Executing ***python3 autograder.py*** will show you how you are doing for each of the questions.

TIPS (Less technical)

1. **START EARLY**
2. Come to office hours or email if you need help (include as much detail as possible when emailing)
3. No help will be provided 24 hours before the due date (due Oct 18 at midnight, so no help starting on Oct 17)
4. Solving Q1 should be the most difficult part, so really make sure you understand it and the rest of the questions will be a breeze.
5. Pay attention to the important notes and hints in the questions!