Pacman Variation:

1. 5x 15 board
2. Start tile (0,0), end tile (15,5)
3. Discrete board, at each turn can only move left, right, up or down or hold depending on whether the path is blocked
4. Impose a time limit? Of maybe 100 units of time?
5. Ghosts travel at the same speed
6. At every point Ghosts take a greedy algorithm on pacman

Ghost Movement Policies:

* Random ghost agent
* Directional/Greedy agent
* Ghosts cannot stop, and cannot turn around unless they reach a dead end, but can turn 90 degrees at intersections.

Pacman Policies:

* Minimax with multiple min layers for multiple ghosts
* Alpha beta pruning generalization
* Minimax and alphabeta both assume enemy rationality, which is not always true. Implement expectimax
* Write a good evaluation function/heuristic that evaluates the value of a specific state

Sources:

<https://github.com/Murf-y/pacman-minimax>

<https://github.com/chiragvartak/monte-carlo-pacman>

<https://github.com/RylinnM/MCTS-in-Pacman-Capture-The-Flag-environment>