# Artificial Intelligence - Project 3 part 1

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Go to http://ai.berkeley.edu/multiagent.html and follow the directions there. Q 1-3 are mandatory, there will be a part 2 as we did in project 2 with custom questions to make sure you understood the project.

Q 4-5 are optional.

Hints:
1) For Q1 you can use similar functions to the ones you created for P1, your evaluation doesn't have to follow consistency constraints. It may be a good idea to take the getScore values and add or subtract from there using your evaluation functions. You have access to Pacman position, ghosts position, ghosts scared timer, food...
1) For Q2 follow Berkeley slides, adversarial search lecture slide 19. Here you have the pseudo code to follow for your implementation of Q2. We don't have just a min and a max agent; we have a max agent (PACMAN) and many min agents (ghosts). If you have problems here, it is probably due to not using the right indices (referring to a different agent than the one that should move now), check your depth implementation as well.
3) Q3 solution should be very similar to your Q2 answers, just add alpha and beta checks to the code.