

## **Design and Development of a Software Controller for** the Ms. Pac-Man Game

**Programme: BEngCEBIM** 

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#### **Objective/Background**

• Artificial Intelligence (AI) in Video Games



# • Ms. Pac-man vs Ghosts League (an international competition) Design intelligent program for Ms Pac-man

Simulate real-world problems with



#### Results

- A 'smart' pac-man called "MyPacman"
- Outperforms two benchmarks (against 3 ghost controllers)
- Al techniques can be deployed to real life

