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

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 simpler rules**

Methodology
- **Route-finding strategy**
- **State Classifications**
- **Java Implementations**
- **Performance Evaluation**

Results
- A ‘smart’ pac-man called “MyPacman”
- Outperforms two benchmarks (against 3 ghost controllers)
- AI techniques can be deployed to real life