
Hunt the Wumpus

You are to build a Wumpus World solver. The solver will take a description of the world as follows:





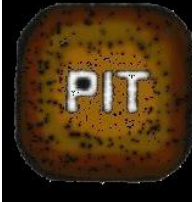

Size = X,Y (0 relative)
R,C,X[,X...]

R = Row
C = Col
X = Attribute where Attributes are
 W = Wumpus
 B = Breezy
 S = Stench
 G = Gold
 P = Pit
 E = Enter(Start)

From this you will build a solver that uses a Logical Agent to solve the problem. For a test use the following description

Size = 4,4
0,0,E
0,1,B
0,2,P
0,3,B
1,2,B
2,0,B
2,2,S
2,4,B
3,0,P,
3,1,B,S
3,2,W
3,3,G,B
3,4,P
4,0,B
4,1,P
4,2,B,S
4,4,B

If your agent lands in a pit or lands on the Wumpus Square the game is over. Try to get the most gold, and not wake the Wumpus.

	0	1	2	3	4
0	Start	Breezy		Breezy	
1			Breezy		
2	Breezy		Stench		Breezy
3		Breezy Stench		 Stench Breezy	
4	Breezy		Breezy Stench		Breezy