Programming Challenge: Wild Card Microworld

Please model your work for this assignment on the **Very Simple Shapes World** example that I provided in class. Choose a chunk of the world, or some imagined world, to model. Please DO NOT use my shapes world or anything too closely related to it for this assignment.

Your Tasks, in abstrct terms ...

Mimic what I did with the **Very Simple Shapes World** example that I provided in class. That is: (1) sketch an image, however abstract, of what you have chosen to model, (2) craft a corresponding Prolog KB, (3) translate the Prolog KB to an English KB, (4) perform a Prolog demo, and (5) craft an augmentation of the Prolog demo with annotations.

Your Tasks, in more specific terms ...

1. Think of a domain of knowldege to model. Sketch it, in a creative, imaginative way.
2. Build a small Prolog knowledge base of between two and four relations of facts, and something like a half dozen relations defined implicitly by rules. When the time is right, save it as a PDF file.
3. Translate your Prolog KB to English. When the time is right, save it as a PDF file.
4. Consult your knowledge base from a Prolog process, and query it in a manner that demonstrates some relatively rich inquirey, being sure to provide at least 10 queries in your demo. When the time is right, save it as a PDF file.
5. Annotate a copy of your demo with English phrases that capture the essence of your Prolog queries. When the time is right, save it as a PDF file.
6. Save your work to your Web site, being sure to represent each of the five parts of this assignment in a clear, distinct manner.
7. **Please post your work to your Web site by class time on Monday, September 28, 2020, and be prepared on that date to share your work with the class. We devote a portion of the day to a "prepare and share" activity, during which I will randomly ask a number of you to present your work as I reference it from your Web site.**