This is a deduction game that Requires the players to locate and kill the Wumpus before they fall into a pit or run into the Wumpus. The game will interact with the user via keyboard actions and mouse click events, the user may use the keys W, A, S, D to move around the board. The user will fire the arrow to kill the Wumpus with a mouse click event. I have decided to implement a time function for the duration that will be required to kill the Wumpus. There will be 3 levels easy, medium, and hard. The times will be 2 minutes, 1 minute, and 30 seconds accordingly. The game will implement position by visually showing the active area of the player on the board. Also, I hope to have animation of player movement, breeze movement, and the Wumpus stench. There will be 2 losing conditions. First, the player may run into the Wumpus or a pit, this will automatically lose the game. Second, the player may run out of time, at the end of the time limit the Wumpus will automatically eat the player. There will be one win condition, The player shoots and kills the Wumpus.