**Lab 8 Instructions**

Recall the Wumpus World discussed in class. The knowledge base was represented using a matrix that stores information about what the agent knows about individual rooms (i.e. the state of each room). Actually, you will need two matrices. The first one (call it the environment) stores information about the actual facts about the room (i.e. whether it contains a Wumpus, or a pit, or breeze, or stench, or breeze and stench, or gold, or nothing). The agent does not have access to this information. The agent has to start with no knowledge of the rooms and then, when it reaches a particular room, It can consult the environment matrix to find the necessary information and update its own knowledge base. Develop the module that will perform the (a) reasoning (b) taking the decision about the next room to be visited. Assume that the agent is completely averse to risk taking. So, if it finds that all rooms in NEWS directions are unsafe then it will backtrack.

In case you need the details of the Wumpus World game then please check the NUgget portal for the latest presentation.

**Note:** As usual, you should show your work, even if it is partial, during the lab since each lab is being graded.