WUMPUS WORLD READ-ME

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- This program is implemented in the GNU Emacs IDE on the Linux operating system, which can be downloaded here.
- Upon Compilation a wumpus world is initialized and defined as **game.** The Wumpus world can be viewed anytime by entering **'game'** in the interactions window.
- **FUNCTIONS:**

1. **DO-MOVE-RIGHT.**

   INPUTS: game

   OUTPUT: Moves the agent to the right adjacent room and prints out the state of the game.

   Ex. (do-move-right game)

2. **DO-MOVE-LEFT.**

   INPUTS: game

   OUTPUT: Moves the agent to the left adjacent room and prints out the state of the game.

   Ex. (do-move-left game)

3. **DO-MOVE-UP.**

   INPUTS: game

   OUTPUT: Moves the agent to the above adjacent room and prints out the state of the game.

   Ex. (do-move-up game)

4. **DO-MOVE-DOWN.**

   INPUTS: game

   OUTPUT: Moves the agent to the lower adjacent room and prints out the state of the game.

Ex. (do-move-down game)

5. **ASK**

   INPUT: game; move (*right*, *left*, *up*, *down*, *none*)

   OUTPUT: poses a query to the knowledge base and prints out a message about how safe it is to move in the given direction

   Ex. (ask game *right*)

6. **ASK-POS**

   INPUT: game, x, y

   OUTPUT: poses a query to the knowledge base and prints out a message about how safe it is to move to Room (x, y)

   Ex. (ask game 0 1)

7.

8. **TELL**

   INPUT: game

   OUTPUT: Updates the knowledge base with percepts about the current room

   Ex. (tell game)

- When the agent dies, falls into a pit or Wins by reaching the exit, the game will end and the appropriate end message will be printed out as well as the final score.
- Score Rules: Initial Score = 1000

  Each Move = -50

  Grab Gold = +50

  Die = -1000

  Exit = +1000