

Large Language Models

Assignment 3:

Playing Zork has never been so boring

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THE CHALLENGE

GOAL

Write a ReAct Agent and an MCP server to play text adventure games

Get started:

```
git clone  
ssh://huggingface.co/spaces/LLM-course/Agentic-zork
```

Or

```
git clone  
https://huggingface.co/spaces/LLM-course/Agentic-zork
```

DOWNLOADING THE GAMES

Look at README for downloading the games (from some GitHub repository). I could not include them because they are binary files and Hugging Face does not like these in Spaces.

STARTER KIT

There are two important folders:

- example_submission is a full (although basic) submission
- submission_template is a template for your submission

SUBMISSION INSTRUCTIONS

- **Fork** the template space on Hugging Face:
<https://huggingface.co/spaces/LLM-course/text-adventure-template>
- **Clone:** `git clone https://huggingface.co/spaces/YOUR_USERNAME/text-adventure-agent`
- **Implement** your agent by editing two files: [agent.py](#) and `mcp_server.py`
- **Test** locally: `fastmcp dev mcp_server.py`
- **Run** locally: `python run_agent.py --agent agent_folder --game lostpig -v -n 20`
- **Submit** by adding the URL of your space

GRADING

The evaluation evaluates over a number of plays. The game used for the final evaluation is kept secret, but for practising I suggest using “lostpig” because it is relatively easier to score more points.

HINT

Look at Jericho's API to boost your MCP server, it computes a lot of useful information about the games:

https://jericho-py.readthedocs.io/en/latest/tutorial_quick.html

DEADLINE

22nd February 2026 at Midnight