# Report For Hunt the Wumpus:

## Summary and Program Functionality

The Hunt the Wumpus game is a text-based game created in the 1970s. This involves the player moving through a series of caves that are connected, in the shaped of a dodecahedron. The player’s aim to is hunt a monster called the “Wumpus”. In progression of the game, there are aspects that the player must attempt to avoid, such as “super bats” that may bring the player around the map, and bottomless pits. The player has “crooked arrows” which can be used to kill bats and the Wumpus. The game is won by the player shooting the Wumpus and is lost if the player is eaten by the Wumpus, falls into the bottomless pit, or has no more arrows.

To extend this base implementation of the game, further additional features were implemented. The most major of them being the implementation of a graphical user interface to interact with the program, so the game can be played as either a text-based version or using a Graphical User Interface.

Including this, the number of Wampuses have been doubled, and the Wumpus has the ability to move (When the player smells the Wumpus, but misses shot), both to add an extra element of difficulty to the game. There is also a feature where there are arrows scattered around the map, and the player can pick these arrows up if they come across a cave that contains these arrows. The game will therefore not end if the player runs out of arrows, while there are still uncollected arrows in the cave system.

## Major Design Decisions

### Script Design

### Game Logic

## Bugs or Defects

## Sample Gameplay Scenarios

## Version Control Explanation

## Manual and Unit Tests

## Additional Features

## Readability and Documentation

## Conclusion

## Reference Table

## Note

## Appendix