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## **Hunt the Wumpus**

You are to build a Wumpus World solver. The solver will take a description of the world as follows:






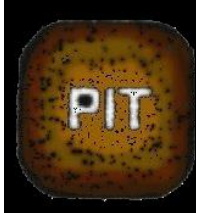
Size = X,Y (0 relative)  
R,C,X[,X...]

R = Row  
C = Col  
X = Attribute where Attributes are  
    W = Wumpus  
    B = Breezy  
    S = Stench  
    G = Gold  
    P = Pit  
    E = Enter(Start)

From this you will build a solver that uses a Logical Agent to solve the problem. For a test use the following description

Size = 4,4  
0,0,E  
0,1,B  
0,2,P  
0,3,B  
1,2,B  
2,0,B  
2,2,S  
2,4,B  
3,0,P,  
3,1,B,S  
3,2,W  
3,3,G,B  
3,4,P  
4,0,B  
4,1,P  
4,2,B,S  
4,4,B

If your agent lands in a pit or lands on the Wumpus Square the game is over. Try to get the most gold, and not wake the Wumpus.

	0	1	2	3	4
0	Start	Breezy		Breezy	
1			Breezy		
2	Breezy		Stench		Breezy
3		Breezy Stench		 Stench Breezy	
4	Breezy		Breezy Stench		Breezy