

WUMPUS World Problem

Introduction

Wumpus, Stench, Pit

Gold, Arrow



Awards & Punishments

i) 100 Points if agent comes out with gold

ii) -1 Point on agent's every action

iii) -10 point if arrow is used

iv) -200 points if agent dies

4.1 Stench	4.2	4.3 Breeze	4.4 PIT
3.1 	3.2 Stench Breeze Gold	3.3 PIT	3.4 Breeze
2.1 Stench	2.2	2.3 Breeze	2.4
1.1  Agent	1.2 Breeze	1.3 PIT	1.4 Breeze

PEAS Properties

Performance measure:

Environment:

- i) Empty room
- ii) Room with wumpus
- iii) Stenchy rooms
- iv) Breezy rooms
- v) Room with gold
- vi) Arrow

Sensors:

- i) Camera
- ii) Odor sensors
- iii) Audio sensor

Effectors / Action

- i) Motor to move L, R
- ii) Robotic arm to grab gold
- iii) Robotic machine to shoot arrow