

Problem Specification:

Make Wumpus World a two player game. There will be two players. Player# 1 will start from [0,0] and Player# 2 will start from [0,3]. They will take alternate turns to hit keyboard. They will use the same keys for the same controls, i.e. player# 1 will use 1 to move forward, player# 2 will also use 1 to move forward. The first player to grab the gold will win the game.

Two players can occupy the same cell. Both players can shoot and kill the Wumpus, but they cannot kill each other. However, they still experience the same consequences from the Wumpus and the Pit. If a player gets killed while moving in the grid, the other player will win.

Requirements:

1. Show the conditions of both players after each turn (their positions, moving directions etc.)
2. If a player is killed (by a pit or a Wumpus), give proper message that "Player# X was killed".
3. Update the stench and breeze message for the two players properly, e.g. "Player# X gets stench" or "Player# Y feels breeze".

Hints:

Modify the `WumpusWorld::moveforward()` function to take a parameter that indicates which player's move it is. From the main function, call the function with alternating players.

Time:

40 minutes