



Can destroy walls
Cannot discern outside wall
Cannot know position
View one move, shoot another
limited ammo

EACH MOVE, choice

1. View

2. Shoot

3. One unit direction

25 Ammo

25 wall breaker

move count

25 block view/obstructed

Walls

$$(N-1) \cdot N \cdot 2$$

$$W = 2n^2 - 2n$$

Name your app
console/web

Arg[0] = json state
or ?info=json(URL Encoded)

return

move left
right
up
down

view
view Left
Right
up
down

break Right
Left, ..

0	0	0	0	1	1	2	2	3	3	4
H 0	0	0	1	1	2	2	3	3	4	4
1	1	0	0	1	1	2	2	3	3	4
H 1	0	0	1	1	2	2	3	3	4	4
2	2	0	1	1	2	2	3	3	4	4
H 2	0	0	1	1	2	2	3	3	4	4
3	3	0	1	1	2	2	3	3	4	4
H 3	0	0	1	1	2	2	3	3	4	4
4	4	0	1	1	2	2	3	3	4	4
H 4	0	0	1	1	2	2	3	3	4	4

hwall [[{ status: down }]]

vwall ...

tiles [[{ tile info }]]

$$\left. \begin{array}{l} R + 1 \quad h_n \\ L - 1 \quad h_{n-1} \end{array} \right\} \begin{array}{l} U - R \quad v_n \\ D + R \quad v_{n+1} \end{array}$$

"Wall" + H/v + hnum
+ Row

"Wall" + hrow + hcol + "H"

"Wall" + vrow + vcol + "V"