Logic Developer’s Notes:

* AI will handle the move & perceive functions
* Keep track of player position & player orientation
* Player always starts at (0,0)
* Random Map generator

Juan:

* Class definition & methods

Paul:

* Map generation & validation

Tile Class

|  |
| --- |
| Tile |
| Perception  Player  Gold  Ladder  Visible/Fog |
| getPercept() |

Wumpus World Class

Be able to mark/flag like in mine sweeper

Killable Wumpus?

|  |
| --- |
| Wumpus World |
| Tile [] [] Map;  Player p; |
| WumpusWorld();  Move(int dir);  getMap();  getTile(x, y);  getPlayerPosition();  getPlayerOrientation(); |

OpenGL Developer’s Notes:

* show full board
* Move based on cursor position

State Diagram:

Possible Display:

Objects except the player are hidden. When a player moves percepts are displayed to him.

Map Set 5x5

|  |  |  |  |
| --- | --- | --- | --- |
| Player |  | Pit  (hidden) |  |
|  |  | Gold  (hidden) |  |
|  | Pit  (hidden) |  | Wumpus  (hidden) |
|  | Ladder  (hidden) |  |  |