Logic Developer’s Notes:

Tile Class

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

Wumpus World Class

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

OpenGL Developer’s Notes:

State Diagram

Possible Display:

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

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