**VIETNAM NATIONAL UNIVERSITY**

**HO CHI MINH UNIVERSITY OF SCIENCE**

**FACULTY INFORMATION TECHNOLOGY**

**PROJECT 02**

**WUMPUS WORLD**

TEAM MEMBERS

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**Course: Introduction to Artificial Intelligence**

**Ho Chi Minh City – 2020**

**VIETNAM NATIONAL UNIVERSITY**

**HO CHI MINH UNIVERSITY OF SCIENCE**

**FACULTY INFORMATION TECHNOLOGY**

**PROJECT PACMAN GAME**

**| TOPIC |**

**| LECTURERS |**

Mr. Le Ngoc Thanh

Ms. Ho Thi Thanh Tuyen

Ms. Nguyen Ngoc Thao

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# ACKNOWLEDGEMENTS

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We have to appreciate the guidance given by other supervisor as well as the panels especially in our project presentation that has improved our presentation skills thanks to their comment and advices.

Regards,

Team Representative,

Trang

Pham Ngoc Thuy Trang

# ASSIGNMENT PLAN

* Preparation

Sprites for Game

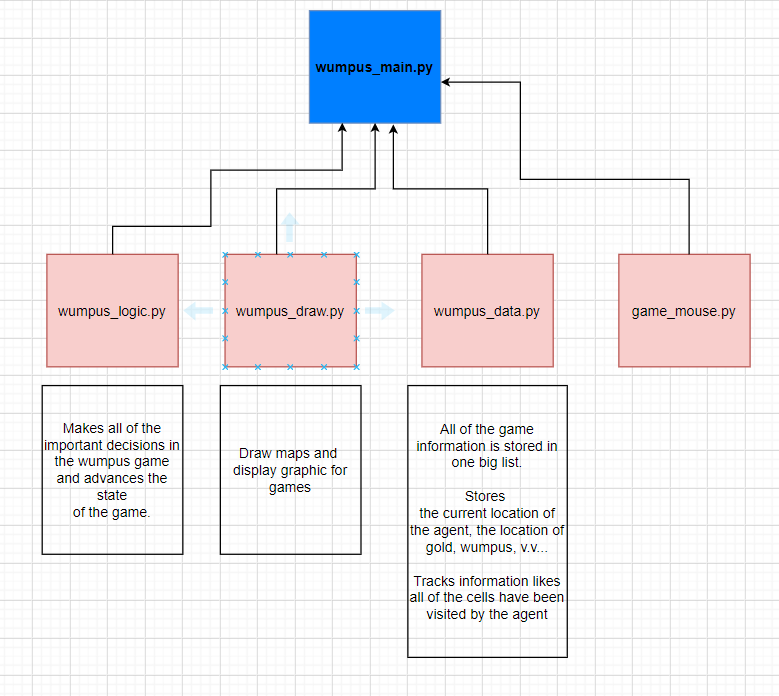
|  |  |
| --- | --- |
| Name of sprites |  |
| Agent | back |
| right |
| front |
| left |
| Brick\_Visible |  |
| Brick\_NotVisible |  |
| Gold (Coin) |  |
| Pit |  |
| Wumpus |  |
| Breeze |  |
| Stench |  |
| Arrow |  |

At least 5 maps with different structures such as position and number of Pit, Golds and Wumpus

|  |  |
| --- | --- |
| ID | Map (Default with size: 10x10) |
| 1 |  |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |

* Ideas
* Planning UI and Workflow for game

Workflow for game:



* Explain some important classes and function.

# ENVIRONMENT

What we use for our project are:

* IDEs: Visual Code
* Programming language: Python
* Outsource Platform for Python: Anaconda
* Libraries for Project: PyQt5, pygame (for graphics), os
* Version Control System: Git (using GitHub to store projects and teamwork).
* The primary branch is branch “master” and parallel to this branch is another branch called “dev”.
* When the team’s source code in the “dev” branch reaches a stable point and is ready to be released, all of changes will be merged back into “master” branch.
* Members will also have their own branch which is named after their name. These branches are used for edit/delete/update their functions….

# ESTIMATE THE DEGREE OF COMPLETION LEVEL

OVERALL ESTIMATE

|  |  |  |
| --- | --- | --- |
| No. | **Specifications** | **Rating** |
| 1 | Finish problem successfully. | /5 |
| 2 | Graphical demonstration of each step of the running process. | /1 |
| 3 | Generate at least 5 maps with difference structures such as position and number of Pit, Gold and Wumpus. | /2 |
| 4 | Report your algorithm, experiment with some reflection or comments. | /2 |
| Overall |  | /10 |

# REFERENCES

[1]: Artificial Intelligence – A Modern Approach 3rd Edition Russel and Peter Norvig

[2]:

[3]: