Artificial Intelligence
Wunpus Puzzle Contest

Goal Write an agent to play Othello against another agent.

Due Sunday, November 29 at 7pm.

Performance You will be graded on:

- The performance of your agent against reference wumpus layouts
- How poorly the reference agents against your your wumpus world layout

Files All of the files can be found in your repository on git.cs.slu.edu and on the Canvas site.

Your module You will need to submit up two files (plus an optional third).

NAME_agent.py where name is the your hopper username all lowercase. This file contains your agent to interact with the wumpus world environment. The class should be named NAME_agent. You can see several examples in the repository.

NAME_layout.py this is your layout to challenge other users. It should contain the class NAME_agent. The random layouts give examples. But you probably want to handcraft it and not have it be random. It must:

- A path from the starting location to the goal without falling in a pit
- Has maximum size of 10
- The gold cannot be in a pit
- There can be at most 20 pits

Running the program Using Python run `Play.py`. You can enter the name of the agent you want to have play the game, the name of the layout and the timelimit per move. You can also enter `Human` to play against one of the agents. You also have the option to visualize using graphics, but everything you need will be displayed in text.

Write-up To meet the various learning outcome you need to provide a write-up describing the different versions of your program, how you tested them and what you did to improve your performance.

Submitting You should make sure your properly name solution and make sure it is submitted to the directory `contests/wumpus` in your class git repo. It will automatically be run by the software for the leader board for you to see how it performs against reference implementations and your classmates.

Testing Try your solver against different agents and see how it performs on `https://cs.slu.edu/ letscher/ai/conte`