Objects:

* Wall
  + [Sensors] Bump
* Wumpus
  + [Sensors] Stench, Scream
  + [Actions] Shoot
* Supmuw
  + [Sensors] Moo, Scream
  + [Actions] Shoot
* Pit
  + [Sensors] Breeze
* Gold
  + [Sensors] Glitter
* Start
  + [Actions] Climb
* No Trespassing
  + [Sensors] Bump

Actions:

* Grab (Can only be used when on top of gold)
* Shoot (Can be done anywhere and arrow moves down path till hits Wumpus, Supmuw, or Wall
* Climb (Can only be done at beginning, at [1,1]
* Walk (Can be done anywhere and progress a space except for on walls)

Sensors:

* Stench (Covers adjacent areas)
* Breeze (Covers adjacent areas)
* Glitter (On top of gold)
* Bump (Into walls)
* Scream (Can be heard anywhere)
* Moo (Covers all 8 areas around)

Points:

* + 1000 (Get Gold and Make it out)
* - 1000 (Die by Wumpus/Pit/Supmuw)
* - 1 (For every action)
* -10 (For using arrow)
* +100 (For getting food from Supmuw)

https://github.com/Abel7x/wumpus