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9/13/2015
Wumpus World Readme.

PC Configurations

       The game "Wumpus World" is meant to be played in a virtual console using the frameworks of "Visual Studio 2015."

Controls

- **0 : Proceed into the next square**
- **2 : Face South**
- **4 : Face West**
- **5 : Shoot the arrow**
- **6 : Face East**
- **8 : Face North**
- **(The optimal way to use these control is to use the number pad on the right side of most keyboards, however the game can be played with any keyboard that has number keys.)**

Instructions and objective

       The game starts with a 4x4 2D grid that gives the player 16 "cells" that the player can be in or crossing over at any time. Crossing into any area without a cell (outside of the 2D grid) will cause the player to die. The objective of "Wumpus World" is to navigate around the 2D grid in order to find gold and return back the the starting square, which is [0,0] (the bottom left corner of the grid), without running into the wumpus or a pit. The player can only move into the square he/she is facing. The player is given information about the squares adjacent to him/her. When next to the Wumpus, the player will notice a smell. When next to a pit, the player will notice a breeze. When next to the gold, the player will notice glitter. If the player steps on the cell with the Wumpus or a pit, the player will die, resetting the game. The player has one arrow that can be used to shoot and kill the Wumpus, allowing the player to then enter the cell safely. The arrow flies in the direction that the player is facing and only flies one square. If the player steps on the cell with the gold he/she will be notified that he/she has found the gold. After finding the gold, the player must then find their way back to the starting square without their senses, and will no longer be able to tell when there is a wumpus or a pit next to them. If the player makes it back to the starting square with the gold, the game is won!