**PLAYER KILLING THE WUMPUS:**

Diagram, schematic

Description automatically generated

The bolded ones are user Input.

**The Interaction in the Console:**

Enter the type of Maze to Play: (String)

p (Perfect)

np (Non Perfect)

**p**

You have selected Perfect Maze

Enter the Sub-type of Maze to Play: (String)

w (Wrapping)

nw (Non Wrapping)

**w**

You have selected Wrapping Maze

Enter the number of rows: r (Integer) and number of columns: c (Integer)

**3**

**4**

Wumpus game will be generated!

Wumpus game generated!

Enter the percentage of Super Bats (0 - 40) and Percentage of Bottomless pits (0 - 30)

**10**

**10**

Wumpus game Objects will be initialized!

Wumpus game Objects initialized!

You are currently in:

CAVE (2, 1) Tunnels lead to the W,S,N

s (Shoot) or m (Move):

**m**

Enter your choice of actions!

[West, South, North]

**n**

You are currently in:

CAVE (2, 0) You smell a Wumpus nearby! Tunnels lead to the W,S,E

s (Shoot) or m (Move):

**s**

Enter the direction you want to shoot your arrow:

[West, South, East]

**e**

Enter the distance your arrow should travel: (integer)

**1**

Huray! You killed the Wumpus.

CAVE (2, 0) You smell a Wumpus nearby! Tunnels lead to the W,S,E