HW2

3

```
Move 0
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [], 'Wampa?': [(1, 0), (0,
1)], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 0)],
'Visited': [], 'GridSize': [inf, inf], 'Path': ['climb'], 'JustShot':
False}
shoot
(True, [1, 1], 'Blaster bolt was shot')
Move 1
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [], 'Wampa?': [], 'NotPit':
[(1, 0), (0, 0), (0, 1)], 'NotWampa': [(1, 0), (0, 1), (0, 0)],
'Visited': [], 'GridSize': [inf, inf], 'Path': ['climb'], 'JustShot':
False}
forward
(True, [2, 1], [None, 'breeze', None, None, 'scream'])
Move 2
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward'], 'JustShot': False}
left
(True, [2, 1], 'up')
```

Move 3

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left'], 'JustShot': False}

left

(True, [2, 1], 'left')

Move 4

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left', 'left'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 5

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward'],
'JustShot': False}

left

(True, [1, 1], 'down')

Move 6

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),

```
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left'],
'JustShot': False}
left
(True, [1, 1], 'right')
Move 7
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left'], 'JustShot': False}
left
(True, [1, 1], 'up')
Move 8
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left'], 'JustShot': False}
forward
(True, [1, 2], [None, 'breeze', None, None, 'scream'])
Move 9
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0), (0, 2)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1),
(0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0),
(0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot':
```

False}

Backtracking

left

(True, [1, 2], 'left')

Move 10

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0), (0, 2)], 'Wampa?': [], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left'], 'JustShot': False}

Backtracking

left

(True, [1, 2], 'down')

Move 11

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0), (0, 2)], 'Wampa?': [], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left'], 'JustShot': False}

Backtracking

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 12

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0), (0, 2)], 'Wampa?': [], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1),

(0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0),
(0, 1), (0, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left',
'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL
left
(True, [1, 1], 'right')
Move 13
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0), (0, 2)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1),
(0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0),
(0, 1), (0, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left',
'left', 'forward', 'left'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [2, 1], [None, 'breeze', None, None, 'scream'])
Move 14
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (2, 0), (0, 2)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1),
(0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0),
(0, 1), (0, 0), (1, 0)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward'], 'JustShot':
False}
JESUS TAKE THE WHEEL
forward
(True, [3, 1], [None, None, None, None, 'scream'])
Move 15

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1, 0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 1], [None, None, None, None, 'scream'])
Move 16
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward', 'forward'], 'JustShot': False}
forward
(False, [4, 1], [None, None, None, 'bump', 'scream'])
Move 17
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0)], 'GridSize': [3, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left',

'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'forward'], 'JustShot': False}

left

(True, [4, 1], 'up')

Move 18

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0),
(1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1),
(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1),
(0, 0), (1, 0), (2, 0), (3, 0), (4, 0)], 'GridSize': [3, inf], 'Path':
['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'forward', 'left'], 'JustShot': False}

forward

(True, [4, 2], [None, None, None, None, 'scream'])

Move 19

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0),
(1, 0), (3, 2)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1),
(1, 1), (2, 0), (3, 0), (0, 2), (1, 0), (3, 2)], 'Visited': [(1, 0),
(0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1)],
'GridSize': [3, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'forward', 'forward', 'forward', 'left',
'forward'], 'JustShot': False}

forward

(True, [4, 3], [None, None, None, None, 'scream'])

Move 20

{'S<->W': <function Agent.__init__.<locals>.<lambda> at

0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0),
(3, 3), (2, 2), (1, 0), (3, 2)], 'NotWampa': [(0, 1), (4, 0), (2, 1),
(0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (0, 2), (3, 3), (2, 2), (1, 0),
(3, 2)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (4, 0), (3, 1), (3, 2)], 'GridSize': [3, inf], 'Path':
['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 4], [None, None, None, None, 'scream'])
Move 21
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2)], 'NotWampa': [(0, 1),
(4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3),
(0, 2), (3, 3), (2, 2), (1, 0), (3, 2)], 'Visited': [(1, 0), (0, 0),
(0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3,
3)], 'GridSize': [3, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'forward', 'forward', 'forward', 'left',
'forward', 'forward', 'forward'], 'JustShot': False}
forward
(False, [4, 4], [None, None, None, 'bump', 'scream'])
Move 22
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2)], 'NotWampa': [(0, 1),

(4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4)], 'GridSize': [3, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'forward', 'forward', 'forward', 'forward'], 'JustShot': False}
left
(True, [4, 4], 'left')
Move 23
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4)], 'GridSize': [3, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'forward', 'forward', 'forward', 'forward', 'left'], 'JustShot': False}
forward
(True, [3, 4], [None, None, 'gasp', None, 'scream'])
Move 24
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,

1), (3, 2), (3, 3), (3, 4), (2, 3)], 'GridSize': [3, 3], 'Path':
['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'forward'], 'JustShot': False}
grab
(True, [3, 4], 'R2-D2 has picked up Luke')
Move 25
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left'], 'JustShot':
False}
right
(True, [3, 4], 'up')
Move 26
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,

1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [3, 4], 'right')
Move 27
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'forward'], 'JustShot': False}
forward
(True, [4, 4], [None, None, None, None, 'scream'])
Move 28
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],

'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'forward', 'forward',
'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [4, 4], 'down')
Move 29
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'forward', 'forward',
'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 3], [None, None, None, None, 'scream'])
Move 30
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',

'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'forward', 'forward',
'forward'], 'JustShot': False}
forward
(True, [4, 2], [None, None, None, None, 'scream'])
Move 31
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'forward', 'forward'],
'JustShot': False}
forward
(True, [4, 1], [None, None, None, None, 'scream'])
Move 32
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',

'forward', 'forward', 'forward', 'left', 'forward'], 'JustShot': False}

forward

(False, [4, 1], [None, None, None, 'bump', 'scream'])

Move 33

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward', 'left'], 'JustShot': False}

right

(True, [4, 1], 'left')

Move 34

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'forward'], 'JustShot': False}

forward

(True, [3, 1], [None, None, None, None, 'scream'])

Move 35

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward'], 'JustShot': False}
```
forward

(True, [2, 1], [None, 'breeze', None, None, 'scream'])

Move 36

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward'], 'JustShot': False}
```
forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 37

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
```

<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward'], 'JustShot': False}
forward
(False, [1, 1], [None, None, None, 'bump', 'scream'])
Move 38
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [1, 1], 'up')
Move 39
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':

[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward'], 'JustShot': False}

forward

(True, [1, 2], [None, 'breeze', None, None, 'scream'])

Move 40

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left'], 'JustShot': False}

right

(True, [1, 2], 'right')

Move 41

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',

'left', 'forward', 'left'], 'JustShot': False}

right

(True, [1, 2], 'down')

Move 42

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 43

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left'], 'JustShot': False}

right

(True, [1, 1], 'left')

Move 44

{'S<->W': <function Agent.__init__.<locals>.<lambda> at

0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left'], 'JustShot': False}
right
(True, [1, 1], 'up')
Move 45
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left'],
'JustShot': False}
right
(True, [1, 1], 'right')
Move 46
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,

0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward'], 'JustShot':
False}

forward

(True, [2, 1], [None, 'breeze', None, None, 'scream'])

Move 47

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left', 'left'], 'JustShot': False}

right

(True, [2, 1], 'down')

Move 48

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0),
(3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3,
0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited':
[(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3],
'Path': ['climb', 'forward', 'left'], 'JustShot': False}

right

(True, [2, 1], 'left')

Move 49

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3], 'Path': ['climb', 'forward'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 50

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (2, 0), (3, 0), (2, 3), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (3, 4), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 1), (3, 2), (3, 3), (3, 4), (2, 3), (1, 3)], 'GridSize': [3, 3], 'Path': ['climb'], 'JustShot': False}

climb

(True, [1, 1], 'Congrats! R2 has saved Luke! +1000 points! Your final score: 949')

Move 0

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19CF40>, 'Pit?': [], 'Wampa?': [], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(1, 0), (0, 1), (0, 0)], 'Visited': [], 'GridSize': [inf, inf], 'Path': ['climb'], 'JustShot':

False}

forward

(True, [2, 1], [None, 'breeze', None, None, None])

Move 1

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward'], 'JustShot': False}

left

(True, [2, 1], 'up')

Move 2

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left'], 'JustShot': False}

left

(True, [2, 1], 'left')

Move 3

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left', 'left'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, None])

Move 4

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.

```
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward'],
'JustShot': False}
left
(True, [1, 1], 'down')
Move 5
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left'],
'JustShot': False}
left
(True, [1, 1], 'right')
Move 6
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left'], 'JustShot': False}
left
(True, [1, 1], 'up')
Move 7
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
```

```
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left'], 'JustShot': False}
forward
(True, [1, 2], ['stench', None, None, None, None])
Move 8
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [(0, 2)],
'NotPit': [(0, 1), (0, 0), (1, 1), (0, 2), (1, 0)], 'NotWampa': [(0,
1), (0, 0), (1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0), (0,
1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot':
False}
shoot
(True, [1, 2], 'Blaster bolt was shot')
Move 9
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [],
'NotPit': [(0, 1), (0, 0), (1, 1), (0, 2), (1, 0)], 'NotWampa': [(0,
1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0,
0), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward'],
'JustShot': False}
forward
(True, [1, 3], [None, None, None, None, 'scream'])
Move 10
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [],
'NotPit': [(0, 1), (1, 2), (0, 0), (1, 1), (0, 3), (0, 2), (1, 0)],
'NotWampa': [(0, 1), (1, 2), (0, 0), (1, 1), (0, 3), (2, 0), (0, 2),
(1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2)], 'GridSize': [inf,
```

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inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [1, 4], [None, None, None, None, 'scream'])
Move 11
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [],
'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (0, 2), (1,
0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 0), (0, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0,
1), (0, 2), (0, 3)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'forward'], 'JustShot': False}
forward
(False, [1, 4], [None, None, None, 'bump', 'scream'])
Move 12
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [],
'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (0, 2), (1,
0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 0), (0, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0,
1), (0, 2), (0, 3), (0, 4)], 'GridSize': [inf, 3], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'forward', 'forward'], 'JustShot': False}
left
(True, [1, 4], 'left')
Move 13
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [],
'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (0, 2), (1,
```

0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 0), (0, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0,
1), (0, 2), (0, 3), (0, 4)], 'GridSize': [inf, 3], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left'], 'JustShot': False}
left
(True, [1, 4], 'down')
Move 14
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [],
'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (0, 2), (1,
0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 0), (0, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0,
1), (0, 2), (0, 3), (0, 4)], 'GridSize': [inf, 3], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left'],
'JustShot': False}
left
(True, [1, 4], 'right')
Move 15
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [],
'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (0, 2), (1,
0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 0), (0, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0,
1), (0, 2), (0, 3), (0, 4)], 'GridSize': [inf, 3], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left', 'left'],
'JustShot': False}
forward
(True, [2, 4], [None, None, None, None, 'scream'])

Move 16

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(2, 0)], 'Wampa?': [],
'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 3), (0,
2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1,
1), (0, 3), (2, 0), (2, 3), (0, 2), (1, 0), (1, 3)], 'Visited': [(1,
0), (0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (1, 3)], 'GridSize': [inf,
3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left',
'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [3, 4], [None, 'breeze', None, None, 'scream'])
Move 17

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3)], 'GridSize': [inf, 3], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'left', 'left', 'forward',
'forward'], 'JustShot': False}
Backtracking
left
(True, [3, 4], 'up')
Move 18

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,

3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (1, 3), (2, 3)], 'GridSize': [inf, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left'], 'JustShot': False}
Backtracking
left
(True, [3, 4], 'left')
Move 19
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (1, 3), (2, 3)], 'GridSize': [inf, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left'], 'JustShot': False}
Backtracking
forward
(True, [2, 4], [None, None, None, None, 'scream'])
Move 20
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,

4), (1, 3), (2, 3), (1, 3)], 'GridSize': [inf, 3], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
left
(True, [2, 4], 'down')
Move 21
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3)], 'GridSize': [inf, 3], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left'], 'JustShot':
False}
forward
(True, [2, 3], [None, 'breeze', 'gasp', None, 'scream'])
Move 22
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2)], 'GridSize': [inf, 3], 'Path':
['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward'],

'JustShot': False}

grab

(True, [2, 3], 'R2-D2 has picked up Luke')

Move 23

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left'], 'JustShot': False}

right

(True, [2, 3], 'left')

Move 24

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left'], 'JustShot': False}

right

(True, [2, 3], 'up')

Move 25

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward'], 'JustShot': False}
forward
(True, [2, 4], [None, None, None, None, 'scream'])
```

Move 26

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left'],
'JustShot': False}
right
(True, [2, 4], 'right')
```

Move 27

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
```

<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward'], 'JustShot':
False}
forward
(True, [3, 4], [None, 'breeze', None, None, 'scream'])
Move 28
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [3, 4], 'down')
Move 29
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,

```
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [3, 4], 'left')
Move 30
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [2, 4], [None, None, None, None, 'scream'])
Move 31
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'left', 'forward'], 'JustShot': False}
```

forward

(True, [1, 4], [None, None, None, None, 'scream'])

Move 32

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'left'], 'JustShot': False}

right

(True, [1, 4], 'up')

Move 33

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left'],
'JustShot': False}

right

(True, [1, 4], 'right')

Move 34

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left'],
'JustShot': False}
right
(True, [1, 4], 'down')
Move 35
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'forward', 'forward'], 'JustShot': False}
forward
(True, [1, 3], [None, None, None, None, 'scream'])
Move 36
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],

'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'forward'], 'JustShot': False}

forward

(True, [1, 2], [None, None, None, None, 'scream'])

Move 37

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 38

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0, 4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot': False}

forward

(False, [1, 1], [None, None, None, 'bump', 'scream'])

Move 39

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left'], 'JustShot': False}
right
(True, [1, 1], 'left')
Move 40
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left'], 'JustShot': False}
right
(True, [1, 1], 'up')
Move 41
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left'],

'JustShot': False}
right
(True, [1, 1], 'right')
Move 42
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left', 'forward'], 'JustShot':
False}
forward
(True, [2, 1], [None, 'breeze', None, None, 'scream'])
Move 43
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [2, 1], 'down')
Move 44
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,

```
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward', 'left'], 'JustShot': False}
right
(True, [2, 1], 'left')
Move 45
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb', 'forward'], 'JustShot': False}
forward
(True, [1, 1], [None, None, None, None, 'scream'])
Move 46
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14B060>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19CF40>, 'Pit?': [(3, 3), (2, 0), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (0, 4), (0, 0), (1, 1), (0,
3), (2, 3), (0, 2), (1, 0), (1, 3)], 'NotWampa': [(0, 1), (1, 2), (0,
4), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3), (0, 2), (3, 3), (2, 2), (1,
0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 2), (0, 3), (0,
4), (1, 3), (2, 3), (1, 3), (1, 2), (1, 1)], 'GridSize': [inf, 3],
'Path': ['climb'], 'JustShot': False}
climb
(True, [1, 1], 'Congrats! R2 has saved Luke! +1000 points! Your final
score: 953')
Move 0
```

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{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [], 'Wampa?': [], 'NotPit':
[(1, 0), (0, 1), (0, 0)], 'NotWampa': [(1, 0), (0, 1), (0, 0)],
'Visited': [], 'GridSize': [inf, inf], 'Path': ['climb'], 'JustShot':
False}
forward
(True, [2, 1], [None, None, None, None, None])
Move 1
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [], 'Wampa?': [], 'NotPit':
[(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward'], 'JustShot': False}
forward
(True, [3, 1], [None, 'breeze', None, None, None])
Move 2
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?':
[], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa':
[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':
[(1, 0), (2, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward'], 'JustShot': False}
Backtracking
left
(True, [3, 1], 'up')
Move 3
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?':
[], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa':
```

[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':
[(1, 0), (2, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left'], 'JustShot': False}
Backtracking
left
(True, [3, 1], 'left')
Move 4
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?':
[], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa':
[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':
[(1, 0), (2, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left'], 'JustShot': False}
Backtracking
forward
(True, [2, 1], [None, None, None, None, None])
Move 5
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?':
[], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa':
[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':
[(1, 0), (2, 0), (1, 0)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [1, 1], [None, None, None, None, None])
Move 6
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?':
[], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa':
[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':

[(1, 0), (2, 0), (1, 0), (0, 0)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward'],
'JustShot': False}
left
(True, [1, 1], 'down')
Move 7
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?':
[], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa':
[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':
[(1, 0), (2, 0), (1, 0), (0, 0)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'left'], 'JustShot': False}
left
(True, [1, 1], 'right')
Move 8
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?':
[], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa':
[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':
[(1, 0), (2, 0), (1, 0), (0, 0)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'left', 'left'], 'JustShot': False}
left
(True, [1, 1], 'up')
Move 9
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?':
[], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'NotWampa':
[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':

[(1, 0), (2, 0), (1, 0), (0, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left'], 'JustShot': False}
forward
(True, [1, 2], [None, None, None, None, None])
Move 10
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(2, 1), (3, 0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [1, 3], [None, 'breeze', None, None, None])
Move 11
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(0, 3), (1, 2), (2, 1), (3, 0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward'], 'JustShot': False}
Backtracking
left
(True, [1, 3], 'left')
Move 12
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (0, 3), (2, 1), (3, 0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left'], 'JustShot': False}
Backtracking
left
(True, [1, 3], 'down')
Move 13
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (2, 1), (3, 0), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left'], 'JustShot': False}
Backtracking
forward
(True, [1, 2], [None, None, None, None, None])
Move 14
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(0, 3), (1, 2), (2, 1), (3, 0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward',

'left', 'left', 'left', 'forward', 'forward', 'left', 'left',
'forward'], 'JustShot': False}
left
(True, [1, 2], 'right')
Move 15
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (0, 3), (2, 1), (3,
0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2),
(1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3),
(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0),
(0, 0), (0, 1), (0, 2), (0, 1)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'left', 'left', 'left', 'forward', 'forward', 'left', 'left',
'forward', 'left'], 'JustShot': False}
forward
(True, [2, 2], [None, 'breeze', None, None, None])
Move 16
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (2, 1), (3, 0), (0,
3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2),
(1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3),
(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0),
(0, 0), (0, 1), (0, 2), (0, 1), (1, 1)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward'], 'JustShot': False}
Backtracking
left
(True, [2, 2], 'up')
Move 17
{'S<->W': <function Agent.__init__.<locals>.<lambda> at

0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(0, 3), (1, 2), (2, 1), (3,
0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2),
(1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3),
(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0),
(0, 0), (0, 1), (0, 2), (0, 1), (1, 1)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left'], 'JustShot': False}
Backtracking

left

(True, [2, 2], 'left')

Move 18

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (0, 3), (2, 1), (3,
0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2),
(1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3),
(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0),
(0, 0), (0, 1), (0, 2), (0, 1), (1, 1)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'left'], 'JustShot':
False}
Backtracking

forward

(True, [1, 2], [None, None, None, None, None])

Move 19

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (2, 1), (3, 0), (0,
3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2),
(1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3),

(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL

left

(True, [1, 2], 'down')

Move 20

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(0, 3), (1, 2), (2, 1), (3, 0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left'], 'JustShot': False}
JESUS TAKE THE WHEEL

forward

(True, [1, 1], [None, None, None, None, None])

Move 21

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (0, 3), (2, 1), (3, 0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left',

'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL
left
(True, [1, 1], 'right')
Move 22

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (2, 1), (3, 0), (0,
3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2),
(1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3),
(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0),
(0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0)], 'GridSize':
[inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left',
'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [2, 1], [None, None, None, None, None])
Move 23

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(0, 3), (1, 2), (2, 1), (3,
0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2),
(1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3),
(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0),
(0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'forward'], 'JustShot':

False}

JESUS TAKE THE WHEEL

forward

(True, [3, 1], [None, 'breeze', None, None, None])

Move 24

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (0, 3), (2, 1), (3,
0)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2),
(1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1), (0, 3),
(2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0),
(0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'left', 'forward', 'left', 'forward',
'forward'], 'JustShot': False}

JESUS TAKE THE WHEEL

forward

(True, [4, 1], [None, 'breeze', None, None, None])

Move 25

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 0), (1, 2), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (4, 0), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'forward', 'left', 'forward', 'forward', 'forward'],

'JustShot': False}
Backtracking
left
(True, [4, 1], 'up')
Move 26
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (4, 0), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (1, 2), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left'],
'JustShot': False}
Backtracking
left
(True, [4, 1], 'left')
Move 27
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 0), (1, 2), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (4, 0), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'left', 'forward',

'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left',
'left'], 'JustShot': False}
Backtracking
forward
(True, [3, 1], [None, 'breeze', None, None, None])
Move 28
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (4, 0), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (1, 2), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left',
'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward',
'left', 'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [2, 1], [None, None, None, None, None])
Move 29
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 0), (1, 2), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (4, 0), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'left', 'left', 'forward',

'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [1, 1], [None, None, None, None, None])
Move 30
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (4, 0), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (1, 2), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward'],
'JustShot': False}
JESUS TAKE THE WHEEL
left
(True, [1, 1], 'down')
Move 31
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 0), (1, 2), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (4, 0), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0)],

'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left'],
'JustShot': False}
JESUS TAKE THE WHEEL
left
(True, [1, 1], 'right')
Move 32
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (4, 0), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (1, 2), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'left'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [2, 1], [None, None, None, None, None])
Move 33
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 0), (1, 2), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (4, 0), (2, 1),

(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1,
0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'left', 'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL

forward

(True, [3, 1], [None, 'breeze', None, None, None])

Move 34

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (4, 0), (2, 1), (3,
1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0),
(3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (1, 2), (2, 1),
(0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1,
0), (2, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL

forward

(True, [4, 1], [None, 'breeze', None, None, None])

Move 35

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 0), (1, 2), (2, 1), (3, 1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward'], 'JustShot': False}
left
(True, [4, 1], 'up')
Move 36
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (4, 0), (2, 1), (3, 1), (0, 3)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (1, 2), (2, 1), (0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left'], 'JustShot': False}
forward
(True, [4, 2], [None, 'breeze', None, None, None])

Move 37

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 0), (1, 2), (2, 1), (0,
3), (3, 2), (4, 1)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (3, 1),
(1, 1), (2, 0), (3, 0), (0, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2),
(4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2),
(1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0),
(0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0),
(2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left',
'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward',
'left', 'left', 'forward', 'forward', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'left', 'forward'], 'JustShot': False}
forward

(True, [4, 3], ['stench', None, None, None, None])

Move 38

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (4, 0), (2, 1), (0,
3), (4, 1)], 'Wampa?': [(3, 3), (4, 2), (2, 2)], 'NotPit': [(0, 1), (0,
0), (3, 1), (1, 1), (2, 0), (4, 2), (3, 0), (0, 2), (3, 3), (2, 2), (1,
0), (3, 2)], 'NotWampa': [(0, 1), (4, 0), (1, 2), (2, 1), (0, 0), (3,
1), (1, 1), (0, 3), (2, 0), (3, 0), (0, 2), (1, 0), (3, 2), (4, 1)],
'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1,
1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1,
0), (2, 0), (3, 0)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left',
'left', 'left', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward',

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'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'left', 'forward', 'forward'], 'JustShot': False}
shoot
(True, [4, 3], 'Blaster bolt was shot')
Move 39
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 0), (1, 2), (2, 1), (0,
3), (4, 1)], 'Wampa?': [], 'NotPit': [(0, 1), (0, 0), (3, 1), (1, 1),
(2, 0), (4, 2), (3, 0), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2)],
'NotWampa': [(0, 1), (1, 2), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1),
(0, 3), (2, 0), (4, 2), (3, 0), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2),
(4, 1)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2),
(0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0),
(0, 0), (1, 0), (2, 0), (3, 0)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'left', 'left', 'left', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 4], [None, None, None, None, 'scream'])
Move 40
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 2), (4, 0), (2, 1), (0,
3), (4, 1)], 'Wampa?': [], 'NotPit': [(0, 1), (3, 4), (0, 0), (3, 1),
(4, 3), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (0, 2), (3, 3), (2, 2),
(1, 0), (3, 2)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2),
(2, 2), (1, 0), (4, 2), (3, 0), (3, 3), (0, 1), (1, 2), (2, 1), (3, 2),
(4, 1), (0, 0), (1, 1), (0, 3), (2, 0), (2, 3)], 'Visited': [(1, 0),
(2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0),
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(1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0),
(3, 3)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'forward', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 5], [None, 'breeze', None, None, 'scream'])
Move 41
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (2, 4), (4, 0), (1,
2), (2, 1), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1),
(3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3),
(0, 2), (3, 3), (2, 2), (1, 0), (3, 2)], 'NotWampa': [(4, 0), (3, 4),
(4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (4, 2), (3, 0), (3, 3), (0, 1),
(2, 4), (1, 2), (2, 1), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1),
(0, 3), (2, 0), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0),
(0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0),
(2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'forward', 'left', 'forward', 'forward',
'forward', 'forward'], 'JustShot': False}
Backtracking
left
(True, [4, 5], 'left')
Move 42

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (2, 4), (1, 2), (4,
0), (2, 1), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1),
(3, 4), (0, 0), (3, 1), (4, 3), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3),
(0, 2), (3, 3), (2, 2), (1, 0), (3, 2)], 'NotWampa': [(4, 0), (3, 4),
(4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (4, 2), (3, 0), (3, 3), (0, 1),
(2, 4), (1, 2), (2, 1), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1),
(0, 3), (2, 0), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0),
(0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0),
(2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'left', 'forward', 'forward', 'forward', 'left', 'forward', 'forward',
'forward', 'forward', 'left'], 'JustShot': False}
forward
(True, [3, 5], [None, None, None, None, 'scream'])
Move 43
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (2,
1), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4),
(3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3),
(1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa':
[(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (4,
2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (2, 1), (3, 2), (4, 1), (3,
5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited':
[(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0,
1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2,
0), (3, 0), (3, 3), (3, 4)], 'GridSize': [inf, inf], 'Path': ['climb',

```
'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left',
'left', 'left', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward',
'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'forward'],
'JustShot': False}
forward
(True, [2, 5], [None, 'breeze', 'gasp', None, 'scream'])
Move 44
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (2, 1), (0, 4), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'forward',
'forward'], 'JustShot': False}
grab
(True, [2, 5], 'R2-D2 has picked up Luke')
Move 45
```

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (2,
1), (0, 4), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'forward',
'forward', 'left', 'left'], 'JustShot': False}
right
(True, [2, 5], 'up')
Move 46
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,

0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [2, 5], 'right')
Move 47

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'forward',
'forward'], 'JustShot': False}
```

forward

(True, [3, 5], [None, None, None, None, 'scream'])

Move 48

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'forward'],
'JustShot': False}

forward

(True, [4, 5], [None, 'breeze', None, None, 'scream'])

Move 49

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,

2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'forward', 'forward', 'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [4, 5], 'down')
Move 50
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',

'forward', 'forward', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 4], [None, None, None, None, 'scream'])
Move 51
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'forward', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 3], [None, None, None, None, 'scream'])
Move 52
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,

2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',
'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 2], [None, 'breeze', None, None, 'scream'])
Move 53
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left',

```
'forward'], 'JustShot': False}
forward
(True, [4, 1], [None, 'breeze', None, None, 'scream'])
Move 54
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left'],
'JustShot': False}
right
(True, [4, 1], 'left')
Move 55
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
```

2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward'], 'JustShot': False}
forward
(True, [3, 1], [None, 'breeze', None, None, 'scream'])
Move 56
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4, 0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward'], 'JustShot': False}

forward

(True, [2, 1], [None, None, None, None, 'scream'])

Move 57

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0, 4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 58

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4, 0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,

1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left', 'left'], 'JustShot': False}
right
(True, [1, 1], 'up')
Move 59
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'left'], 'JustShot': False}
right
(True, [1, 1], 'right')
Move 60

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward',
'forward'], 'JustShot': False}
forward
(True, [2, 1], [None, None, None, None, 'scream'])
Move 61
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,

4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'forward'], 'JustShot': False}

forward

(True, [3, 1], [None, 'breeze', None, None, 'scream'])

Move 62

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4, 0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'left', 'forward'], 'JustShot': False}

forward

(True, [4, 1], [None, 'breeze', None, None, 'scream'])

Move 63

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,

4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [4, 1], 'down')
Move 64
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',

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        'forward', 'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [4, 1], 'left')
Move 65
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'forward'], 'JustShot': False}
forward
(True, [3, 1], [None, 'breeze', None, None, 'scream'])
Move 66
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
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1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [2, 1], [None, None, None, None, 'scream'])
Move 67
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0, 4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'forward'], 'JustShot': False}
forward
(True, [1, 1], [None, None, None, None, 'scream'])
Move 68
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4, 0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [1, 1], 'up')
Move 69
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0, 4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',

'forward', 'left', 'left', 'forward', 'left', 'forward'], 'JustShot':
False}
forward
(True, [1, 2], [None, None, None, None, 'scream'])
Move 70
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [1, 2], 'right')
Move 71
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,

1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [2, 2], [None, 'breeze', None, None, 'scream'])
Move 72
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4, 0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [2, 2], 'down')
Move 73
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0, 4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],

'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [2, 2], 'left')
Move 74
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4, 0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward'], 'JustShot': False}
forward
(True, [1, 2], [None, None, None, None, 'scream'])

Move 75

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left'],
'JustShot': False}
right
(True, [1, 2], 'up')
Move 76

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',

'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward'], 'JustShot':
False}
forward
(True, [1, 3], [None, 'breeze', None, None, 'scream'])
Move 77
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [1, 3], 'right')
Move 78
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,

1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [1, 3], 'down')
Move 79
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0, 4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [1, 2], [None, None, None, None, 'scream'])
Move 80
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4, 0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,

2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 81

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0, 4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2, 0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3, 2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1, 0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3, 4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'left', 'left'], 'JustShot': False}

right

(True, [1, 1], 'left')

Move 82

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,

0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'left'],
'JustShot': False}
right
(True, [1, 1], 'up')
Move 83
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward', 'left'], 'JustShot':
False}
right
(True, [1, 1], 'right')
Move 84

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [2, 1], [None, None, None, None, 'scream'])
Move 85
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [3, 1], [None, 'breeze', None, None, 'scream'])

Move 86

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left', 'left'], 'JustShot': False}
right
(True, [3, 1], 'down')
```

Move 87

```
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward', 'left'], 'JustShot': False}
right
```

```
(True, [3, 1], 'left')
Move 88
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'forward'], 'JustShot': False}
forward
(True, [2, 1], [None, None, None, None, 'scream'])
Move 89
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (4, 0), (1, 2), (0,
4), (2, 1), (1, 5), (4, 1), (0, 3), (1, 3), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward'],
'JustShot': False}
```

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 90

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(4, 4), (1, 3), (1, 2), (4,
0), (0, 4), (2, 1), (1, 5), (0, 3), (4, 1), (3, 5)], 'Wampa?': [],
'NotPit': [(0, 1), (2, 4), (3, 4), (4, 3), (3, 1), (0, 0), (1, 1), (2,
0), (4, 2), (3, 0), (2, 3), (1, 4), (0, 2), (3, 3), (2, 2), (1, 0), (3,
2), (2, 5)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (0, 2), (2,
2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1,
1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (2, 0), (1,
0), (0, 0), (0, 1), (0, 2), (0, 1), (1, 1), (0, 1), (0, 0), (1, 0), (2,
0), (3, 0), (2, 0), (1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (3, 3), (3,
4), (1, 4)], 'GridSize': [inf, inf], 'Path': ['climb'], 'JustShot':
False}

climb

(True, [1, 1], 'Congrats! R2 has saved Luke! +1000 points! Your final
score: 909')

Move 0

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(1, 0), (0, 1)], 'Wampa?':
[], 'NotPit': [(0, 0)], 'NotWampa': [(1, 0), (0, 1), (0, 0)],
'Visited': [], 'GridSize': [inf, inf], 'Path': ['climb'], 'JustShot':
False}

JESUS TAKE THE WHEEL

forward

(True, [2, 1], [None, 'breeze', None, None, None])

Move 1

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (2, 0)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward'], 'JustShot': False}
left
(True, [2, 1], 'up')
Move 2
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (2, 0)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left'], 'JustShot': False}
left
(True, [2, 1], 'left')
Move 3
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (2, 0)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left', 'left'], 'JustShot': False}
forward
(True, [1, 1], [None, 'breeze', None, None, None])
Move 4
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (2, 0)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward'],
'JustShot': False}
Backtracking

left

(True, [1, 1], 'down')

Move 5

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (2, 0)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left'],
'JustShot': False}

Backtracking

left

(True, [1, 1], 'right')

Move 6

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (2, 0)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left'], 'JustShot': False}

Backtracking

forward

(True, [2, 1], [None, 'breeze', None, None, None])

Move 7

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (2, 0)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0), (1, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'forward'], 'JustShot': False}

JESUS TAKE THE WHEEL

forward

(True, [3, 1], ['stench', None, None, None, None])

Move 8

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1)], 'Wampa?':
[(2, 1), (3, 0)], 'NotPit': [(2, 1), (0, 0), (2, 0), (3, 0), (1, 0)],
'NotWampa': [(0, 1), (0, 0), (1, 1), (2, 0), (1, 0)], 'Visited': [(1,
0), (0, 0), (1, 0), (2, 0)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'forward',
'forward'], 'JustShot': False}

shoot

(True, [3, 1], 'Blaster bolt was shot')

Move 9

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1)], 'Wampa?':
[], 'NotPit': [(2, 1), (0, 0), (2, 0), (3, 0), (1, 0)], 'NotWampa':
[(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (1, 0)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'forward', 'forward'], 'JustShot': False}

forward

(True, [4, 1], [None, None, None, None, 'scream'])

Move 10

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1)], 'Wampa?':
[], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0)],
'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0),
(3, 0), (1, 0)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'forward'],

'JustShot': False}

forward

(True, [5, 1], [None, 'breeze', None, None, 'scream'])

Move 11

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 0), (4,
1)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0),
(3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1),
(1, 1), (2, 0), (3, 0), (5, 0), (1, 0), (4, 1)], 'Visited': [(1, 0),
(0, 0), (1, 0), (2, 0), (3, 0), (4, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'forward'], 'JustShot': False}

Backtracking

left

(True, [5, 1], 'up')

Move 12

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 0), (4,
1)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0),
(3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1),
(1, 1), (2, 0), (3, 0), (5, 0), (1, 0), (4, 1)], 'Visited': [(1, 0),
(0, 0), (1, 0), (2, 0), (3, 0), (4, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left'], 'JustShot': False}

Backtracking

left

(True, [5, 1], 'left')

Move 13

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 0), (4,

1)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0),
(3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1),
(1, 1), (2, 0), (3, 0), (5, 0), (1, 0), (4, 1)], 'Visited': [(1, 0),
(0, 0), (1, 0), (2, 0), (3, 0), (4, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left'],
'JustShot': False}
Backtracking

forward

(True, [4, 1], [None, None, None, None, 'scream'])

Move 14

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 0), (4,
1)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0),
(3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1),
(1, 1), (2, 0), (3, 0), (5, 0), (1, 0), (4, 1)], 'Visited': [(1, 0),
(0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'forward'], 'JustShot': False}
left

(True, [4, 1], 'down')

Move 15

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 0), (4,
1)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0),
(3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1),
(1, 1), (2, 0), (3, 0), (5, 0), (1, 0), (4, 1)], 'Visited': [(1, 0),
(0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',

'forward', 'left'], 'JustShot': False}

left

(True, [4, 1], 'right')

Move 16

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 0), (4, 1)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (5, 0), (1, 0), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left'], 'JustShot': False}

left

(True, [4, 1], 'up')

Move 17

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 0), (4, 1)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (5, 0), (1, 0), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left'], 'JustShot': False}

forward

(True, [4, 2], [None, None, None, None, 'scream'])

Move 18

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 0)],

'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (3, 0), (5, 0), (1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [4, 3], [None, 'breeze', None, None, 'scream'])
Move 19
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (4, 2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (4, 2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward'], 'JustShot': False}
Backtracking
left
(True, [4, 3], 'left')
Move 20
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (4, 2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (4, 2), (3, 0), (3, 3),

(5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left'], 'JustShot': False}

Backtracking

left

(True, [4, 3], 'down')

Move 21

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (4, 2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (4, 2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left'], 'JustShot': False}

Backtracking

forward

(True, [4, 2], [None, None, None, None, 'scream'])

Move 22

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (4, 2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (4, 2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0),

(1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward'], 'JustShot': False}
left
(True, [4, 2], 'right')
Move 23
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (4, 2), (3,
3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0),
(3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa': [(0, 1),
(4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (4, 2), (3, 0), (3, 3),
(5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0),
(1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left'], 'JustShot': False}
forward
(True, [5, 2], [None, 'breeze', None, None, 'scream'])
Move 24
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'forward',

'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'forward'], 'JustShot': False}
Backtracking
left
(True, [5, 2], 'up')
Move 25
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'forward', 'left'], 'JustShot': False}
Backtracking
left
(True, [5, 2], 'left')
Move 26
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1)], 'GridSize': [inf, inf], 'Path': ['climb',

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'forward', 'left', 'left', 'forward', 'left', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'forward', 'left', 'left'], 'JustShot': False}
Backtracking
forward
(True, [4, 2], [None, None, None, None, 'scream'])
Move 27
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'forward',
'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [3, 2], [None, 'breeze', None, None, 'scream'])
Move 28
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1)], 'GridSize': [inf, inf], 'Path':
```

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['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'left', 'left', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward'],
'JustShot': False}
Backtracking
left
(True, [3, 2], 'down')
Move 29
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'left', 'left', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'left'], 'JustShot': False}
Backtracking
forward
(True, [3, 1], [None, None, None, None, 'scream'])
Move 30
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
```

2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward'], 'JustShot': False}

JESUS TAKE THE WHEEL

left

(True, [3, 1], 'right')

Move 31

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4, 2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa': [(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4, 2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left'], 'JustShot': False}

JESUS TAKE THE WHEEL

forward

(True, [4, 1], [None, None, None, None, 'scream'])

Move 32

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,

2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'forward', 'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [5, 1], [None, 'breeze', None, None, 'scream'])
Move 33
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',
'forward'], 'JustShot': False}
left
(True, [5, 1], 'up')
Move 34

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',
'forward', 'left'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [5, 2], [None, 'breeze', None, None, 'scream'])
Move 35
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',

'forward', 'left', 'forward'], 'JustShot': False}
left
(True, [5, 2], 'left')
Move 36
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',
'forward', 'left', 'forward', 'left'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [4, 2], [None, None, None, None, 'scream'])
Move 37
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3,
1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',

'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward'],
'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [3, 2], [None, 'breeze', None, None, 'scream'])
Move 38
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),
(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3,
1), (2, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',
'forward'], 'JustShot': False}
right
(True, [3, 2], 'up')
Move 39
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (3, 3), (5, 0), (2, 2)], 'Wampa?': [], 'NotPit': [(4, 0), (2, 1),

(0, 0), (3, 1), (2, 0), (3, 0), (1, 0), (3, 2), (4, 1)], 'NotWampa':
[(0, 1), (4, 0), (2, 1), (0, 0), (3, 1), (1, 1), (2, 0), (5, 1), (4,
2), (3, 0), (3, 3), (5, 0), (2, 2), (1, 0), (3, 2), (4, 1)], 'Visited':
[(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3,
2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3,
1), (2, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',
'forward', 'right'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [3, 3], [None, 'breeze', None, None, 'scream'])
Move 40
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 2), (1, 1), (5,
1), (4, 2), (2, 3), (3, 3), (5, 0)], 'Wampa?': [], 'NotPit': [(4, 0),
(2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (2, 2), (1, 0), (3, 2), (4,
1)], 'NotWampa': [(0, 1), (4, 0), (1, 2), (2, 1), (0, 0), (3, 1), (1,
1), (2, 0), (5, 1), (4, 2), (3, 0), (2, 3), (3, 3), (5, 0), (2, 2), (1,
0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3,
0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2,
0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left',
'forward', 'left', 'forward', 'forward', 'right', 'forward'],
'JustShot': False}

```
Backtracking
left
(True, [3, 3], 'left')
Move 41
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 2), (1, 1), (5,
1), (4, 2), (2, 3), (3, 3), (5, 0)], 'Wampa?': [], 'NotPit': [(4, 0),
(2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (2, 2), (1, 0), (3, 2), (4,
1)], 'NotWampa': [(0, 1), (1, 2), (4, 0), (2, 1), (0, 0), (3, 1), (1,
1), (2, 0), (5, 1), (4, 2), (3, 0), (2, 3), (3, 3), (5, 0), (2, 2), (1,
0), (3, 2), (4, 1)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3,
0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2,
0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left',
'forward', 'left', 'forward', 'forward', 'right', 'forward', 'left'],
'JustShot': False}
forward
(True, [2, 3], [None, 'breeze', None, None, 'scream'])
Move 42
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (2, 3), (0, 2), (3, 3), (5, 0), (1, 3)], 'Wampa?': [], 'NotPit':
[(4, 0), (1, 2), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (2, 2), (1,
0), (3, 2), (4, 1)], 'NotWampa': [(4, 0), (3, 1), (5, 1), (0, 2), (2,
2), (1, 0), (1, 3), (4, 2), (3, 0), (3, 3), (5, 0), (0, 1), (1, 2), (2,
1), (3, 2), (4, 1), (0, 0), (1, 1), (2, 0), (2, 3)], 'Visited': [(1,
0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3,
```

1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2,
1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',
'forward', 'right', 'forward', 'left', 'forward'], 'JustShot': False}
right
(True, [2, 3], 'up')
Move 43
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (5, 1), (4,
2), (2, 3), (0, 2), (3, 3), (5, 0), (1, 3)], 'Wampa?': [], 'NotPit':
[(1, 2), (4, 0), (2, 1), (0, 0), (3, 1), (2, 0), (3, 0), (2, 2), (1,
0), (3, 2), (4, 1)], 'NotWampa': [(4, 0), (3, 1), (5, 1), (0, 2), (2,
2), (1, 0), (1, 3), (4, 2), (3, 0), (3, 3), (5, 0), (0, 1), (1, 2), (2,
1), (3, 2), (4, 1), (0, 0), (1, 1), (2, 0), (2, 3)], 'Visited': [(1,
0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3,
1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2,
1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',
'forward', 'right', 'forward', 'left', 'forward', 'right'], 'JustShot':
False}
forward
(True, [2, 4], [None, 'breeze', None, None, 'scream'])
Move 44
{'S<->W': <function Agent.__init__.<locals>.<lambda> at

0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (1, 4), (2, 3), (0, 2), (3, 3), (5, 0)], 'Wampa?': [],
'NotPit': [(1, 3), (4, 0), (1, 2), (2, 1), (0, 0), (3, 1), (2, 0), (3,
0), (2, 2), (1, 0), (3, 2), (4, 1)], 'NotWampa': [(4, 0), (3, 1), (5,
1), (0, 2), (2, 2), (1, 0), (1, 3), (4, 2), (3, 0), (3, 3), (5, 0), (0,
1), (1, 2), (2, 1), (3, 2), (4, 1), (0, 0), (1, 1), (0, 3), (2, 0), (1,
4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4,
0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3,
0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'left', 'left', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'right', 'forward', 'left', 'forward',
'right', 'forward'], 'JustShot': False}
forward
(True, [2, 5], [None, None, None, None, 'scream'])
Move 45
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0)], 'Wampa?': [], 'NotPit':
[(2, 4), (1, 2), (4, 0), (2, 1), (0, 4), (0, 0), (3, 1), (4, 1), (1,
5), (2, 0), (1, 4), (3, 0), (2, 2), (1, 0), (3, 2), (1, 3)],
'NotWampa': [(4, 0), (3, 1), (5, 1), (0, 2), (2, 2), (1, 0), (1, 3),
(4, 2), (3, 0), (3, 3), (5, 0), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1),
(1, 5), (3, 2), (4, 1), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2,
3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4,
0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',

'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'left', 'left', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'right', 'forward', 'left', 'forward',
'right', 'forward', 'forward'], 'JustShot': False}
right
(True, [2, 5], 'right')
Move 46
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0)], 'Wampa?': [], 'NotPit':
[(1, 3), (2, 4), (4, 0), (1, 2), (0, 4), (2, 1), (0, 0), (3, 1), (1,
5), (2, 0), (1, 4), (3, 0), (2, 2), (1, 0), (3, 2), (4, 1)],
'NotWampa': [(4, 0), (3, 1), (5, 1), (0, 2), (2, 2), (1, 0), (1, 3),
(4, 2), (3, 0), (3, 3), (5, 0), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1),
(1, 5), (3, 2), (4, 1), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2,
3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3,
0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4,
0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path':
['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward',
'left', 'left', 'left', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'right', 'forward', 'left', 'forward',
'right', 'forward', 'forward', 'right'], 'JustShot': False}
forward
(True, [3, 5], [None, 'breeze', None, None, 'scream'])
Move 47
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (3, 4), (1, 1), (0,
3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (2, 5)], 'Wampa?':
[], 'NotPit': [(2, 4), (1, 2), (4, 0), (0, 4), (2, 1), (0, 0), (3, 1),
(1, 5), (4, 1), (2, 0), (1, 4), (3, 0), (2, 2), (1, 0), (3, 2), (1,
3)], 'NotWampa': [(4, 0), (3, 4), (3, 1), (5, 1), (0, 2), (2, 2), (1,
0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (5, 0), (0, 1), (2, 4), (1,
2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (0, 0), (1, 1), (0, 3), (2,
0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3,
0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2,
0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left',
'forward', 'left', 'left', 'left', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left',
'forward', 'left', 'forward', 'forward', 'right', 'forward', 'left',
'forward', 'right', 'forward', 'forward', 'right', 'forward'],
'JustShot': False}
forward
(True, [4, 5], [None, 'breeze', None, None, 'scream'])
Move 48
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (4, 4), (1, 1), (0,
3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(1, 3), (2, 4), (4, 0), (1, 2), (0, 4), (2,
1), (0, 0), (3, 1), (1, 5), (3, 4), (2, 0), (1, 4), (3, 0), (2, 2), (1,
0), (3, 2), (4, 1)], 'NotWampa': [(4, 0), (3, 4), (3, 1), (5, 1), (0,
2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (3, 3), (5, 0), (0,
1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4,
4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1,
0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3,
1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2,

1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'forward', 'forward',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'forward', 'left', 'left', 'forward', 'left',
'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward',
'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward',
'forward', 'right', 'forward', 'left', 'forward', 'right', 'forward',
'forward', 'right', 'forward', 'forward'], 'JustShot': False}
forward
(True, [5, 5], [None, None, None, None, 'scream'])
Move 49
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (2, 5), (3, 5)], 'Wampa?':
[], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0),
(1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2),
(4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4),
(4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3),
(4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (0, 1), (2, 4), (1, 2), (0, 4),
(2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3),
(2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0),
(3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1),
(2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize':
[inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'left', 'left', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'left', 'forward', 'left', 'forward', 'forward', 'right', 'forward',
'left', 'forward', 'right', 'forward', 'forward', 'right', 'forward',
'forward', 'forward'], 'JustShot': False}
right

```
(True, [5, 5], 'down')
Move 50
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (2, 5), (3, 5)], 'Wampa?':
[], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0),
(1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2),
(4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4),
(4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3),
(4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (0, 1), (2, 4), (1, 2), (0, 4),
(2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3),
(2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0),
(3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1),
(2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize':
[inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left',
'left', 'forward', 'left', 'left', 'left', 'forward', 'forward',
'left', 'left', 'forward', 'left', 'forward', 'left', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'left', 'forward', 'left', 'forward', 'forward', 'right', 'forward',
'left', 'forward', 'right', 'forward', 'forward', 'right', 'forward',
'forward', 'forward', 'right'], 'JustShot': False}
forward
(True, [5, 4], [None, 'breeze', 'gasp', None, 'scream'])
Move 51
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
```

0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward', 'right', 'forward', 'forward', 'forward', 'right', 'forward'], 'JustShot': False}
grab
(True, [5, 4], 'R2-D2 has picked up Luke')
Move 52
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',

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'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward',
'right', 'forward', 'forward', 'forward', 'right', 'forward', 'left',
'left'], 'JustShot': False}
right
(True, [5, 4], 'left')
Move 53
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward',
'right', 'forward', 'forward', 'forward', 'right', 'forward', 'left'],
'JustShot': False}
right
```

(True, [5, 4], 'up')

Move 54

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward',
'right', 'forward', 'forward', 'forward', 'right', 'forward'],
'JustShot': False}

forward

(True, [5, 5], [None, None, None, None, 'scream'])

Move 55

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,

5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward',
'right', 'forward', 'forward', 'forward', 'right'], 'JustShot': False}
left
(True, [5, 5], 'left')
Move 56
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',

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'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward',
'right', 'forward', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 5], [None, 'breeze', None, None, 'scream'])
Move 57
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward',
'right', 'forward', 'forward'], 'JustShot': False}
forward
(True, [3, 5], [None, 'breeze', None, None, 'scream'])
Move 58
```

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward',
'right', 'forward'], 'JustShot': False}
forward
(True, [2, 5], [None, None, None, None, 'scream'])
Move 59
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,

4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward', 'right'], 'JustShot': False}
left
(True, [2, 5], 'down')
Move 60
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',

'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward', 'forward'],
'JustShot': False}

forward

(True, [2, 4], [None, 'breeze', None, None, 'scream'])

Move 61

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right', 'forward'], 'JustShot':
False}

forward

(True, [2, 3], [None, 'breeze', None, None, 'scream'])

Move 62

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,

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1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward', 'left', 'forward', 'right'], 'JustShot': False}
left
(True, [2, 3], 'right')
Move 63
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
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2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'right', 'forward', 'left', 'forward'], 'JustShot': False}
forward
(True, [3, 3], [None, 'breeze', None, None, 'scream'])
Move 64
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'right', 'forward', 'left'], 'JustShot': False}
right
(True, [3, 3], 'down')
Move 65

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward',
'right', 'forward'], 'JustShot': False}
forward
(True, [3, 2], [None, 'breeze', None, None, 'scream'])
Move 66
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,

0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'right'], 'JustShot': False}
left
(True, [3, 2], 'right')
Move 67
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward'], 'JustShot': False}

forward

(True, [4, 2], [None, None, None, None, 'scream'])

Move 68

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',
'forward', 'forward', 'left', 'forward', 'left', 'forward'],
'JustShot': False}

forward

(True, [5, 2], [None, 'breeze', None, None, 'scream'])

Move 69

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,

0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [5, 2], 'down')
Move 70
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',

'forward', 'forward', 'left', 'forward'], 'JustShot': False}

forward

(True, [5, 1], [None, 'breeze', None, None, 'scream'])

Move 71

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward', 'left'], 'JustShot': False}

right

(True, [5, 1], 'left')

Move 72

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,

0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 1], [None, None, None, None, 'scream'])
Move 73
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left',

'forward'], 'JustShot': False}

forward

(True, [3, 1], [None, None, None, None, 'scream'])

Move 74

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward', 'left'], 'JustShot': False}

right

(True, [3, 1], 'up')

Move 75

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,

0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left', 'forward'], 'JustShot': False}
forward
(True, [3, 2], [None, 'breeze', None, None, 'scream'])
Move 76
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'left'], 'JustShot': False}

```
right
(True, [3, 2], 'right')
Move 77
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 2], [None, None, None, None, 'scream'])
Move 78
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
```

4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [5, 2], [None, 'breeze', None, None, 'scream'])
Move 79
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [5, 2], 'down')
Move 80

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'left'], 'JustShot': False}
right
(True, [5, 2], 'left')
Move 81
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,

1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'forward'], 'JustShot': False}

forward

(True, [4, 2], [None, None, None, None, 'scream'])

Move 82

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward', 'left', 'left', 'forward', 'left'], 'JustShot': False}

right

(True, [4, 2], 'up')

Move 83

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,

1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [4, 3], [None, 'breeze', None, None, 'scream'])
Move 84
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',

'forward', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [4, 3], 'right')
Move 85
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [4, 3], 'down')
Move 86
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,

4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 2], [None, None, None, None, 'scream'])
Move 87
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [4, 1], [None, None, None, None, 'scream'])
Move 88
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left'], 'JustShot': False}
right
(True, [4, 1], 'left')
Move 89
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',

'forward', 'left', 'left', 'forward', 'left', 'left'], 'JustShot':
False}
right
(True, [4, 1], 'up')
Move 90
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [4, 1], 'right')
Move 91
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,

4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [5, 1], [None, 'breeze', None, None, 'scream'])
Move 92
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward',
'forward', 'left', 'left'], 'JustShot': False}
right
(True, [5, 1], 'down')
Move 93
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],

'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [5, 1], 'left')
Move 94
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward', 'forward'], 'JustShot': False}
forward
(True, [4, 1], [None, None, None, None, 'scream'])

Move 95

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward', 'forward'],
'JustShot': False}
forward
(True, [3, 1], [None, None, None, None, 'scream'])

Move 96

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,

2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward', 'forward'], 'JustShot':
False}
forward
(True, [2, 1], [None, 'breeze', None, None, 'scream'])
Move 97
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [1, 1], [None, 'breeze', None, None, 'scream'])
Move 98
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,

4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [1, 1], 'up')
Move 99
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left'], 'JustShot': False}
right
(True, [1, 1], 'right')
Move 100
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,

5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
forward
(True, [2, 1], [None, 'breeze', None, None, 'scream'])
Move 101
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5, 1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)], 'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2, 2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2, 5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2, 4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0, 0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0, 0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4, 1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2, 2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [2, 1], 'down')
Move 102
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,

1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left'],
'JustShot': False}
right
(True, [2, 1], 'left')
Move 103
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward'], 'JustShot':
False}
forward
(True, [1, 1], [None, 'breeze', None, None, 'scream'])
Move 104

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A8E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE14B060>, 'Pit?': [(0, 1), (1, 1), (0, 3), (5,
1), (4, 2), (2, 3), (0, 2), (3, 3), (5, 0), (5, 3), (2, 5), (3, 5)],
'Wampa?': [], 'NotPit': [(4, 0), (3, 4), (4, 3), (3, 1), (5, 4), (2,
2), (1, 0), (1, 3), (3, 0), (4, 5), (2, 4), (1, 2), (0, 4), (2, 1), (1,
5), (3, 2), (4, 1), (4, 4), (0, 0), (2, 0), (1, 4)], 'NotWampa': [(4,
0), (3, 4), (4, 3), (3, 1), (5, 4), (5, 1), (0, 2), (2, 2), (1, 0), (2,
5), (1, 3), (4, 2), (3, 0), (4, 5), (3, 3), (5, 0), (5, 3), (0, 1), (2,
4), (1, 2), (0, 4), (2, 1), (1, 5), (3, 2), (4, 1), (3, 5), (4, 4), (0,
0), (1, 1), (0, 3), (2, 0), (1, 4), (2, 3)], 'Visited': [(1, 0), (0,
0), (1, 0), (2, 0), (3, 0), (4, 0), (3, 0), (3, 1), (3, 2), (3, 1), (4,
1), (3, 1), (2, 1), (2, 0), (3, 0), (4, 0), (4, 1), (3, 1), (2, 1), (2,
2)], 'GridSize': [inf, inf], 'Path': ['climb'], 'JustShot': False}
climb
(True, [1, 1], 'Congrats! R2 has saved Luke! +1000 points! Your final
score: 895')
Move 0
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [], 'Wampa?': [], 'NotPit':
[(1, 0), (0, 1), (0, 0)], 'NotWampa': [(1, 0), (0, 1), (0, 0)],
'Visited': [], 'GridSize': [inf, inf], 'Path': ['climb'], 'JustShot':
False}
forward
(True, [2, 1], [None, 'breeze', None, None, None])
Move 1
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward'], 'JustShot': False}

left

(True, [2, 1], 'up')

Move 2

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left'], 'JustShot': False}

left

(True, [2, 1], 'left')

Move 3

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0)], 'GridSize': [inf, inf],
'Path': ['climb', 'forward', 'left', 'left'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, None])

Move 4

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward'],
'JustShot': False}

left

(True, [1, 1], 'down')

Move 5

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left'],
'JustShot': False}
left
(True, [1, 1], 'right')
Move 6
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left'], 'JustShot': False}
left
(True, [1, 1], 'up')
Move 7
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0)], 'Wampa?':
[], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0),
(1, 1), (2, 0), (1, 0)], 'Visited': [(1, 0), (0, 0)], 'GridSize': [inf,
inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left',
'left', 'left'], 'JustShot': False}
forward
(True, [1, 2], [None, 'breeze', None, None, None])
Move 8
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0), (0, 2)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1),
(0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0),

(0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot': False}

Backtracking

left

(True, [1, 2], 'left')

Move 9

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0), (0, 2)], 'Wampa?': [], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left'], 'JustShot': False}

Backtracking

left

(True, [1, 2], 'down')

Move 10

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0), (0, 2)], 'Wampa?': [], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1), (0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left'], 'JustShot': False}

Backtracking

forward

(True, [1, 1], [None, None, None, None, None])

Move 11

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0), (0, 2)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1),
(0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0),
(0, 1), (0, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left',
'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL
left
(True, [1, 1], 'right')
Move 12
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0), (0, 2)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 1), (0, 0)], 'NotWampa': [(0, 1),
(0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0),
(0, 1), (0, 0)], 'GridSize': [inf, inf], 'Path': ['climb', 'forward',
'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left',
'left', 'forward', 'left'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [2, 1], [None, 'breeze', None, None, None])
Move 13
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 0), (0, 2)],
'Wampa?': [], 'NotPit': [(1, 0), (0, 0), (0, 1)], 'NotWampa': [(0, 1),
(0, 0), (1, 1), (2, 0), (0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0),
(0, 1), (0, 0), (1, 0)], 'GridSize': [inf, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward'], 'JustShot':
False}
JESUS TAKE THE WHEEL
forward

```
(True, [3, 1], [None, None, None, None, None])
Move 14
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1, 0)],
'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2),
(1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0)],
'GridSize': [inf, inf], 'Path': ['climb', 'forward', 'left', 'left',
'forward', 'left', 'left', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'forward'], 'JustShot': False}
forward
(False, [3, 1], [None, None, None, 'bump', None])
Move 15
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1, 0)],
'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2),
(1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'forward', 'forward'], 'JustShot': False}
left
(True, [3, 1], 'up')
Move 16
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1, 0)],
'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2),
(1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left',
```

'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'forward', 'forward', 'left'],
'JustShot': False}
forward
(True, [3, 2], ['stench', 'breeze', None, None, None])
Move 17
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 2), (0, 2)],
'Wampa?': [(2, 2)], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0),
(1, 0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0),
(0, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0),
(2, 0), (3, 0), (2, 1)], 'GridSize': [2, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'forward'], 'JustShot': False}
shoot
(True, [3, 2], 'Blaster bolt was shot')
Move 18
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(0, 2), (1, 1), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1,
0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0,
2), (2, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1,
0), (2, 0), (3, 0), (2, 1)], 'GridSize': [2, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'forward'], 'JustShot': False}
Backtracking
left
(True, [3, 2], 'left')
Move 19

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (0, 2), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1,
0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0,
2), (2, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1,
0), (2, 0), (3, 0), (2, 1)], 'GridSize': [2, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'forward', 'left'], 'JustShot': False}
Backtracking
left
(True, [3, 2], 'down')
Move 20
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 2), (0, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1,
0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0,
2), (2, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1,
0), (2, 0), (3, 0), (2, 1)], 'GridSize': [2, inf], 'Path': ['climb',
'forward', 'left', 'left', 'forward', 'left', 'left', 'left',
'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'forward', 'left', 'left'], 'JustShot': False}
Backtracking
forward
(True, [3, 1], [None, None, None, None, 'scream'])
Move 21
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(0, 2), (1, 1), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1,
0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0,

2), (2, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL
left
(True, [3, 1], 'right')
Move 22
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (0, 2), (2, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1, 0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2), (2, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left'], 'JustShot': False}
JESUS TAKE THE WHEEL
left
(True, [3, 1], 'up')
Move 23
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (2, 2), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1, 0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0, 2), (2, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left',

'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward',
'forward', 'left', 'forward', 'left', 'left', 'forward', 'left',
'left'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [3, 2], [None, 'breeze', None, None, 'scream'])
Move 24
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(0, 2), (1, 1), (2, 2)],
'Wampa?': [], 'NotPit': [(0, 1), (2, 1), (0, 0), (2, 0), (3, 0), (1,
0)], 'NotWampa': [(0, 1), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (0,
2), (2, 2), (1, 0)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1,
0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward'], 'JustShot': False}
JESUS TAKE THE WHEEL
forward
(True, [3, 3], [None, None, None, None, 'scream'])
Move 25
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (0, 2)], 'Wampa?':
[], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3),
(2, 2), (1, 0)], 'NotWampa': [(0, 1), (1, 2), (2, 1), (0, 0), (1, 1),
(2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0)], 'Visited': [(1, 0),
(0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1),
(2, 2)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left',
'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left',
'forward', 'left', 'forward', 'forward', 'forward', 'left', 'forward',
'left', 'left', 'forward', 'left', 'left', 'forward', 'forward'],

'JustShot': False}

forward

(True, [3, 4], [None, 'breeze', 'gasp', None, 'scream'])

Move 26

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'forward'], 'JustShot': False}

Backtracking

grab

(True, [3, 4], 'R2-D2 has picked up Luke')

Move 27

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'forward', 'left', 'left'],
'JustShot': False}

right

(True, [3, 4], 'right')

Move 28

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'forward', 'left'], 'JustShot':
False}

right

(True, [3, 4], 'down')

Move 29

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward', 'forward', 'forward'], 'JustShot': False}

forward

(True, [3, 3], [None, None, None, None, 'scream'])

Move 30

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward', 'forward'], 'JustShot': False}

forward

(True, [3, 2], [None, 'breeze', None, None, 'scream'])

Move 31

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward',
'left', 'left', 'forward'], 'JustShot': False}

forward

(True, [3, 1], [None, None, None, None, 'scream'])

Move 32

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.

<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [3, 1], 'left')
Move 33
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward', 'left', 'left', 'forward', 'left', 'forward', 'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [3, 1], 'up')
Move 34
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),

(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left', 'forward'],
'JustShot': False}
forward
(True, [3, 2], [None, 'breeze', None, None, 'scream'])
Move 35
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left', 'left'], 'JustShot':
False}
right
(True, [3, 2], 'right')
Move 36
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],

'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward', 'left'], 'JustShot': False}
right
(True, [3, 2], 'down')
Move 37
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left', 'forward'], 'JustShot': False}
forward
(True, [3, 1], [None, None, None, None, 'scream'])
Move 38
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward', 'left'], 'JustShot': False}
right
(True, [3, 1], 'left')

Move 39

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward', 'forward'], 'JustShot': False}

forward

(True, [2, 1], [None, 'breeze', None, None, 'scream'])

Move 40

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward',
'forward'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 41

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),

(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left', 'forward'],
'JustShot': False}
forward
(False, [1, 1], [None, None, None, 'bump', 'scream'])
Move 42
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left', 'forward', 'left'], 'JustShot':
False}
right
(True, [1, 1], 'up')
Move 43
{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',

'left', 'forward', 'left', 'left', 'forward'], 'JustShot': False}

forward

(True, [1, 2], [None, 'breeze', None, None, 'scream'])

Move 44

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left', 'left'], 'JustShot': False}

right

(True, [1, 2], 'right')

Move 45

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left',
'left', 'forward', 'left'], 'JustShot': False}

right

(True, [1, 2], 'down')

Move 46

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,

2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left', 'forward'], 'JustShot': False}

forward

(True, [1, 1], [None, None, None, None, 'scream'])

Move 47

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left', 'left'], 'JustShot': False}

right

(True, [1, 1], 'left')

Move 48

{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left', 'left'], 'JustShot': False}

right

(True, [1, 1], 'up')

Move 49

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward', 'left'],
'JustShot': False}

right

(True, [1, 1], 'right')

Move 50

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb', 'forward', 'left', 'left', 'forward'], 'JustShot':
False}

forward

(True, [2, 1], [None, 'breeze', None, None, 'scream'])

Move 51

{'S<->W': <function Agent.__init__.<locals>.<lambda> at
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),

(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left', 'left'], 'JustShot': False}
right
(True, [2, 1], 'down')
Move 52
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf], 'Path': ['climb', 'forward', 'left'], 'JustShot': False}
right
(True, [2, 1], 'left')
Move 53
{'S<->W': <function Agent.__init__.<locals>.<lambda> at 0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>. <lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0, 2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0), (3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2), (2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0), (1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0), (3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf], 'Path': ['climb', 'forward'], 'JustShot': False}
forward
(True, [1, 1], [None, None, None, None, 'scream'])
Move 54
{'S<->W': <function Agent.__init__.<locals>.<lambda> at

```
0x00000258DE14A3E0>, 'B<->P': <function Agent.__init__.<locals>.
<lambda> at 0x00000258DE19C540>, 'Pit?': [(1, 1), (1, 3), (2, 4), (0,
2)], 'Wampa?': [], 'NotPit': [(0, 1), (1, 2), (2, 1), (0, 0), (2, 0),
(3, 0), (2, 3), (2, 2), (1, 0)], 'NotWampa': [(0, 1), (2, 4), (1, 2),
(2, 1), (0, 0), (1, 1), (2, 0), (3, 0), (2, 3), (0, 2), (2, 2), (1, 0),
(1, 3)], 'Visited': [(1, 0), (0, 0), (0, 1), (0, 0), (1, 0), (2, 0),
(3, 0), (2, 1), (2, 0), (2, 1), (2, 2), (2, 3)], 'GridSize': [2, inf],
'Path': ['climb'], 'JustShot': False}
climb
(True, [1, 1], 'Congrats! R2 has saved Luke! +1000 points! Your final
score: 945')
```

4

The order in which the agent traverses unvisited, known safe squares does not change the outcome, so the agent could use any method for determining which to visit first and still succeed.

5

Due to searching for guaranteed safe paths, and not having Luke's location for pathfinding, it is not guaranteed that the agent will take the shortest path. In addition, we use the simple method of retracing all previous movement actions to return to the beginning, so the return path will nearly always be longer than necessary.

6

There are many points where a safe next square cannot be determined. For example, in scenario 1 (Dark blue start, Red Wampa, Green pit, Light blue Luke):
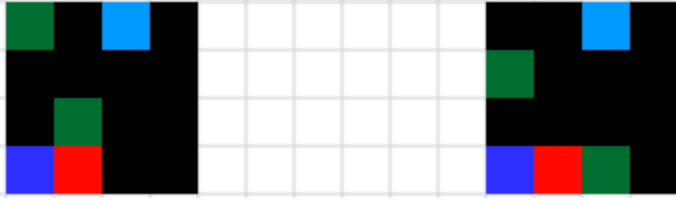
The left is the scenario, while the right is a scenario that would produce the exact same percepts. All possible paths through the first must go through either (3,1) or (1,3), but both squares are pits in the right scenario. To complete the task, R2 must travel to either (3,1) or (1,3) without being sure they are not pits.

7

One example of a real life use of a logical agent would be in the domain of process automation. In a manufacturing factory many agents work simultaniously to transport materials and manufactur products. These agents can be controlled using logic.

8

The primary difference between logical agents and search agents is that logical agents make inferences using formalized logic rules while search agents use various data structures and heuristics to explore the search space.

9

In some sense, the agent does perform search when determining which action to take next. We chose not to implement any formal search algorithms in this project, but there is a potential to implement search when deciding how to return from the goal state to the start state.

10

About 15+ hours total work

11

Several of the scenarios require blind movements, creating an agent capable of solving each scenario required finding the right logic applicable to the specific scenarios given

12

While it was instructive in the limitations of propositional logic agents, the task given is not one that is guaranteed to be solvable. I don't think the assignment represents a situation where a propositional logic agent (at least with the given percepts) is appropriate, and doesn't represent using a propositional logic agent to solve a problem very well