CS-4110 AS3
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Project Name: Simple Wumpus World

PREDICATES:
u,v are coordinates.

<u>Define world map</u>
map.
- Show a world map.

<u>Query sensor input</u>
perceive(u, v, Var).
- Ask a perception of square (u,v).
- Return [stench, breeze, glitter] information.

<u>Assert and retract information</u>
add_xxx(u,v).
- assert predicates into DB
- add_safe(u,v).
- add_nopit(u,v).
- add_possiblewumpus(u,v).
-..etc

remove_xxx(u,v).
- retract predicates from DB
- remove_possiblepit(u,v).
- remove_possiblewumpus(u,v).

<u>Query whether a square is safe or not</u>
issafe(u,v).
- "true", if a square (u,v) is safe
- "false", otherwise
- square is safe if no-pit & no-wumpus

HOW TO RUN:
On your terminal
swipl (for opening swi prolog)
[wumpus]. (to read my prolog file)