

Another new game from Creative Computing

HUNT THE WUMFUS

By GREGORY
YOB

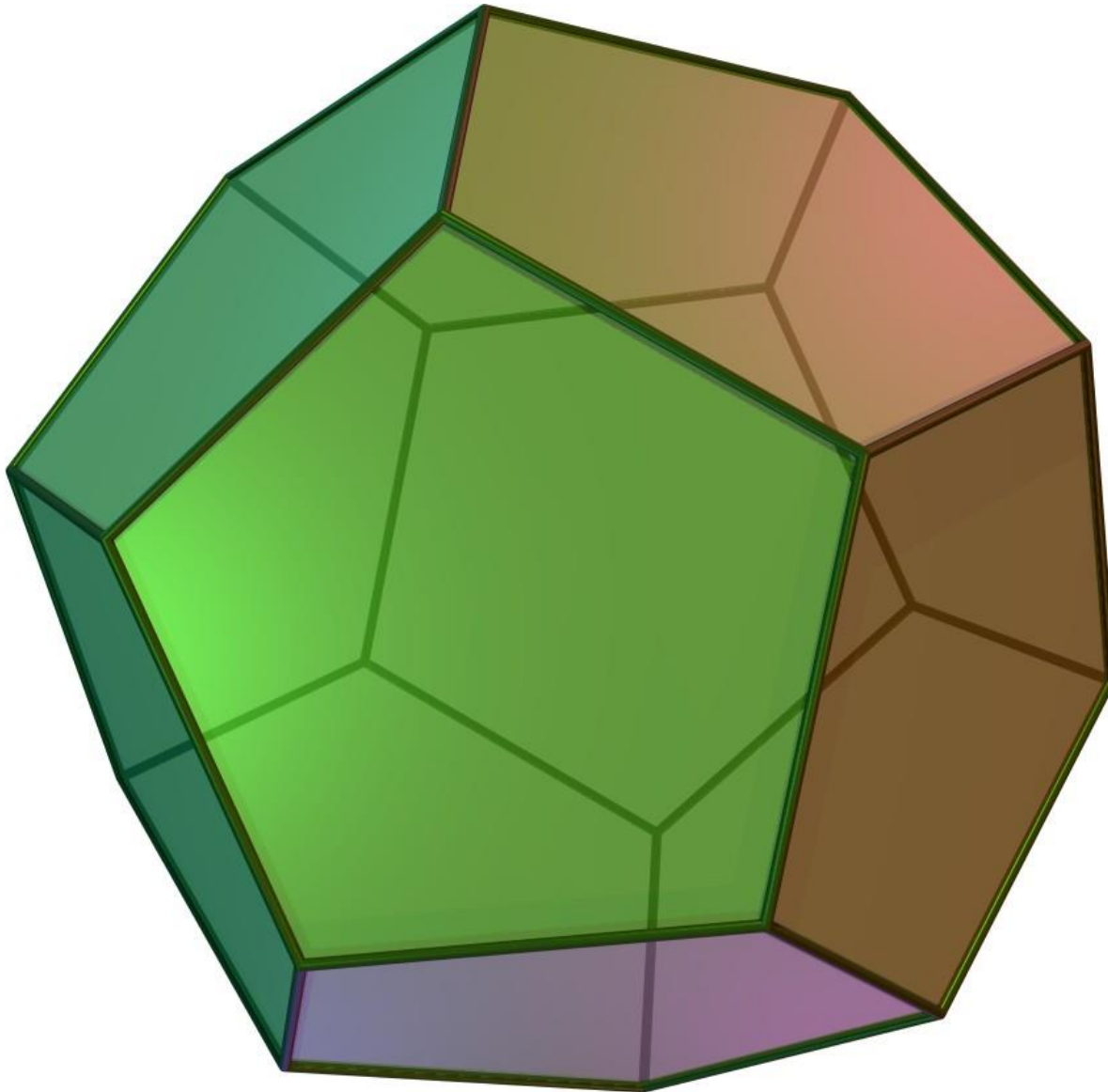


Hunt The Wumpus

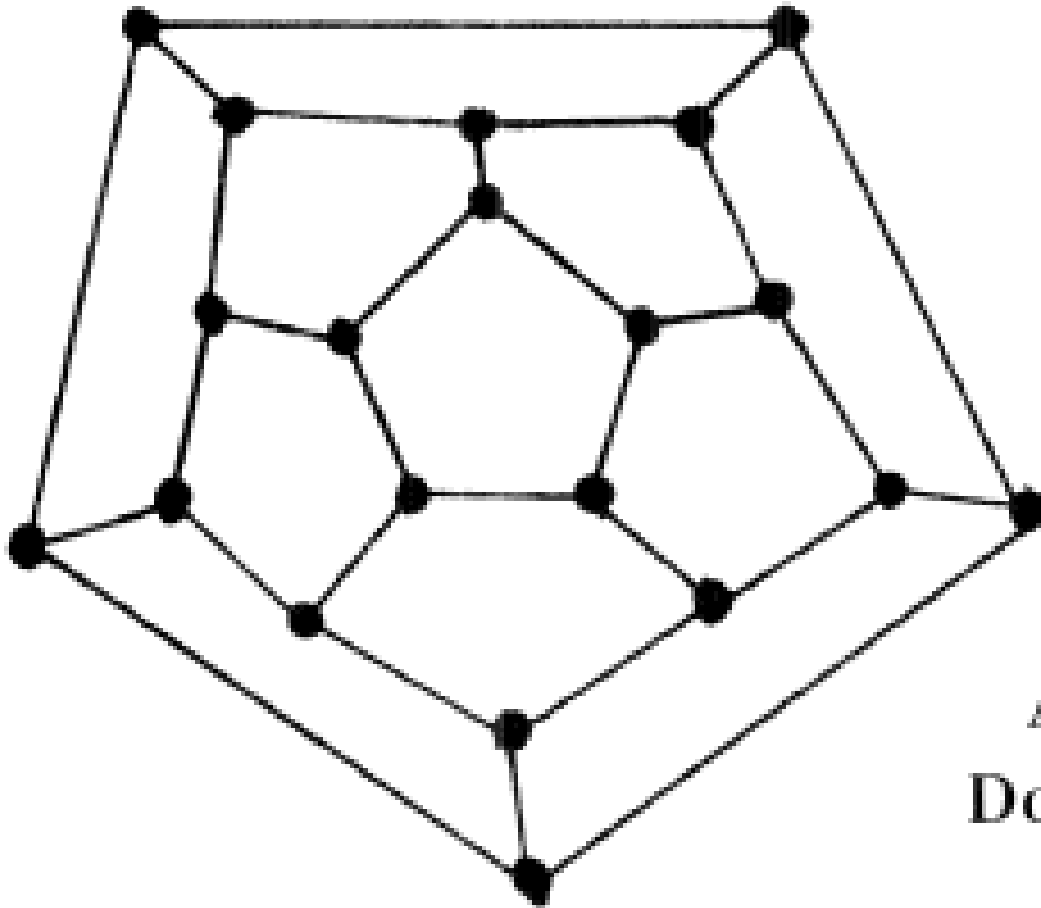
- Original game written in Basic in 1972 by Gregory Yab
- Greg was tired of grid games and envisioned a dodecahedron that players traversed

```
There are tunnels to rooms 2, 4, and 16.  
Move or shoot? (m-s) s  
The arrow falls to the ground at your feet!  
  
You are in room 3 of the cave, and have 5 arrows left.  
*rustle* *rustle* (must be bats nearby)  
*sniff* (I can smell the evil Wumpus nearby!)  
There are tunnels to rooms 2, 4, and 16.  
Move or shoot? (m-s) s 2  
  
You are in room 3 of the cave, and have 4 arrows left.  
*rustle* *rustle* (must be bats nearby)  
*sniff* (I can smell the evil Wumpus nearby!)  
There are tunnels to rooms 2, 4, and 16.  
Move or shoot? (m-s) s 4  
*thwock!* *groan* *crash*  
  
A horrible roar fills the cave, and you realize, with a smile, that you  
have slain the evil Wumpus and won the game! You don't want to tarry for  
long, however, because not only is the Wumpus famous, but the stench of  
dead Wumpus is also quite well known, a stench plenty enough to slay the  
mightiest adventurer at a single whiff!!  
  
Care to play another game? (y-n) _
```

A Dodecahedron



How many nodes and paths?



20 Nodes

3 Paths (edges)
from each node

**A Squashed
Dodecahedron**

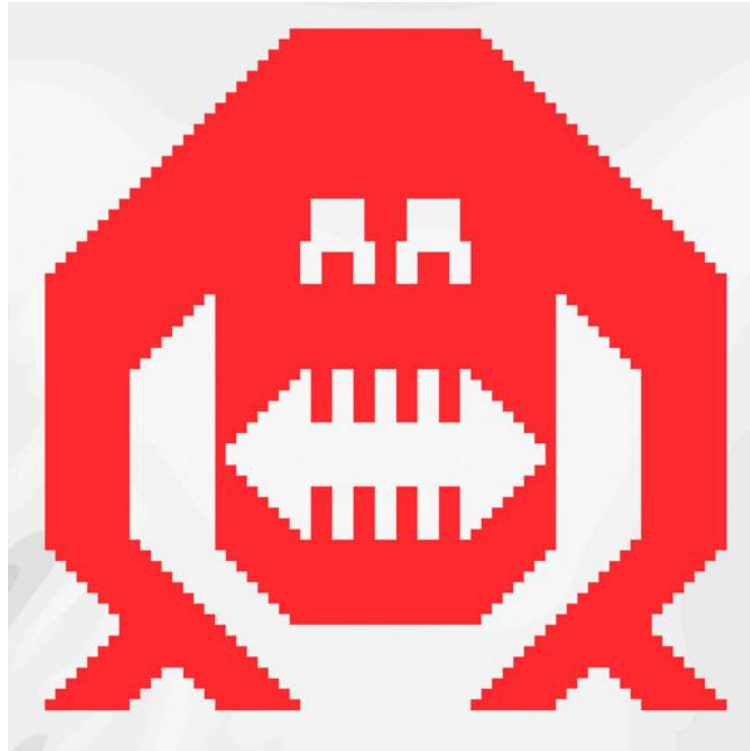
Things to be aware of:

- **Wumpus:** your target; a beast that eats you if you ever end up in the same room.
- **Super Bats:** creatures that instantly carry you to a random room.
- **Pit:** fatal to you if you enter the room.



The Wumpus

Does he not strike fear in your heart?



Actions

- **Move:** to one of the three rooms connected to your current one.
- **Toss:** fire a grenade into an adjacent room.



Warning Messages

These give you information about the contents of adjacent rooms.

- **Wumpus:** "I smell a wumpus"
- **Bat:** "Bats nearby"
- **Pit:** "I feel a draft"



Each Cave has the following Properties:

```
public class Cave
{
    private String caveName;
    private int caveNumber, adj1, adj2, adj3;
    private CaveContents caveContents;
    private boolean visited;
```

Each cave may contain one of the following:

```
public enum CaveContents
{
    EMPTY, WUMPUS, BATS, PIT
}
```

We can use these constants elsewhere in our code and they help keep things more readable / understandable:

```
if (adjCave.getContents() == CaveContents.WUMPUS)
```

A CaveMaze is our game environment:

```
public class CaveMaze
{
    private Cave currentCave;
    private Cave[] caves;
    private int numGrenades;
    private int numWumpi;
```