

Really really simplified wumpus world

The wumpus world is the example used in class for logical agents. It involves a (blind?) agent. The only information he gets about the world are through the his 5 senses.

Percept	Meaning
Breeze	There is a pit in an adjacent square
Stench	The Wumpus is in an adjacent square
Glitter	There is gold in the current square
Scream	The wumpus just died. :(
Bump	You ran into one of the walls of the cave. This is the boundary of the world.

The agent can **turnleft**, **turnright**, **goforward**, **grab** gold, **shoot** an arrow (you have only one) or **climb** out of the cave.

Your goal is to grab as much gold as possible and exit the cave. Alive.

We'll go into more detail later because today's lab is much much simpler.

Today's lab

Today's lab is a simplified version of the wumpus world. There are multiple pits, one wumpus and one pot of gold. Your aim is to find the gold.

You will be placed at the starting square in the wumpus world (That's usually (1,1) but today it can be anything) and given the percepts for that square. Also, For today's lab, You can jump to non-adjacent squares.

Overview:

At each turn, You pick a square to move to and are given the percepts for that square. This is the only way in which you get information about the world. Your aim is to find the square with the gold.

The driver program:

In each turn,

- The driver calls *record_percept(CurrentLocation, Percepts)* to give you information about the square you last picked (For the first turn, *CurrentLocation* will be the starting location).
- The driver calls *pick_square(Square)* to get your next move.

The driver terminates (with a message) if you pick a square with gold (Yay!) or with a wumpus/pit.

If you're done early, Try to figure out how to determine the position of the wumpus.