

Wumpus World

<https://ricwtk.github.io/misc/wumpus-world/>

Step 1: In [0,0]. No breeze, no stench. [1,0] and [0,1] are safe. Proceed to [0,1]





Step 2: In [0,1]. No breeze, no stench. [1,1] and [0,2] are safe. Proceed to [0,2]

Step 3: In [0,2]. No breeze, have stench. [1,2] and [0,3] are potentially Wumpus. Turn 180° and proceed back to [0,1]

Step 4: Back in [0,1]. No breeze, no stench. [1,1] and [0,2] are safe. Turn 90° clockwise and proceed to [1,1]


Step 5: Won at [1,1]


Wumpus World



3

WIN





2

1

0





0

1

2

3

Archer actions



Points: 993

Log

cave is regenerated

cave status is reset

the archer moves to 1,0

the archer moves to 2,0

the archer turns left

the archer turns left

the archer moves to 1,0

the archer turns right

the archer moves to 1,1

YAY! the archer got the gold!

CLEAR LOG