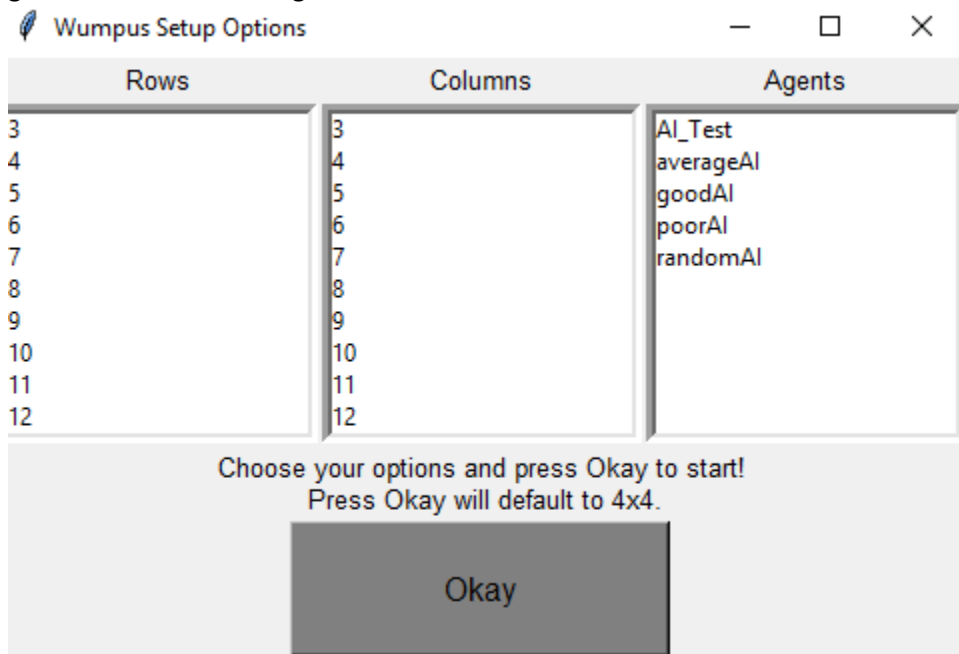




How to Install

1. Make sure you have Python 3.3 or higher (Python 3.5 is recommended). Python is installed on Openlab and you should utilize it from there. Your code will be run for grading on Openlab.
2. Download the zip file provided by Dr. Lathrop. You will be able to find it on the course website.
3. Inside the provided folder you will find 3 items. A folder names 'images', WumpusWorldGameState.py, and WumpusWorldGUI.py.
The only file you will use to run your AI is WumpusWorldGUI.py.
4. Run WumpusWorldGUI.py. If a window similar to the one below appears, exit and you can now go onto the Create an Agent section. You're done with installation!



You may also receive a warning: "You need pip to run this program. Pip usually comes with Python, but not in your case. Install it from here: <https://pip.pypa.io/en/stable/installing/>".
Note, pip is available on Openlab! Pip is easy to install and is a few clicks away.

How to Create an Agent

1. Create a python file (.py). You can name the file however you want, just make sure the phrase AI appears in the name (capitalization does not matter).
2. In this file, create a class called Agent.
3. In this class, create a method called get_move (all lowercase).
4. This function will take in a *set of strings* and return a *string*.

Inputs to function is a set containing the following strings:

Stench

Breeze

Gold

Scream

Outputs of the function:

Shoot

Forward

Left

Right

Climb

Note: Capitalization does not matter.

Here is an example agent that always moves forward:

```
class Agent():
    """
    This is an example Agent class
    """
    def __init__(self):
        pass
    def get_move(self, percepts):
        """
        Returns the Agent's chosen move based on percepts.
        """
        return 'Forward'
```

How to Run Your Agent

1. Make sure your Agent class is inside a file containing 'AI' in its name and follows the syntax above.
2. Run WumpusWorldGUI.py.
3. Choose your Agent from the 3rd Column (Agents) and optionally choose a board size.
4. Click Okay.
5. This will bring up a random game board. You can press space bar or click on the board itself to have your agent make a single move. Hold down the spacebar to rush through a series of moves. Click on Ctrl+W at any time to restart your Agent on a new randomly generated board.

For questions regarding the assignment, please contact one of your many helpful teaching staff.

To provide feedback or recommendations you may email me at rghaly@uci.edu.

Hope you enjoy the game,

Created by:
Rimoun Ghaly
For Use in CS 171

