**Wumpus World**

1. The Problem

* Create a program which makes a ‘cave’ filled with traps. Somewhere inside is a pile of gold, which the player wants to collect and bring back to the entrance without dying. The player dies by finding a Wumpus or falling into a Pit.
* The only hints the Player receives is in console prints. When the players gets within one tile from a trap or the gold, they receive a line of text indicating as such. If the player thinks they have found the Wumpus, the can also optionally face the tile and shoot an arrow.

1. Input

* The player can either use arrow keys or text commands to move their character
  1. The left and right arrow keys change the direction the player is facing. Pressing the up arrow will move the player towards the direction they are facing. The player can also optionally mark tiles that they think may be trapped; i.e. if they think the Wumpus is in the tile they are facing, they can mark it as being a possible Wumpus tile. This is done with W - Wumpus, P - Pit, G - Gold, and X - to clear a mark. Finally, they can also shoot their arrow with the F key
  2. Using text inputs has all the same functionality. Capitalization in all of these messages does not matter. Type in a cardinal direction (N - North, S - South, E - East, W - West) to face that direction. Type in U - Up, M - Move, Forward, or Walk to move in the direction the player is facing. Type Wumpus to mark a tile as a possible Wumpus, Pit for a Pit, Gold for Gold, and Clear to remove a marked tile.

1. Output

* The player is given signals throughout the game if he is near a trap. “The Robot smells and awful stench…” means you are near a Wumpus, “The Robot feels a breeze” means you are near a pit, “The Robot sees a glitter…” means you are near the gold.
* The only other output is instructions on how to move throughout the grid

1. User Interface

* The console window in Windows is the Interface in this program