

CSCI 446 Artificial Intelligence Project 2 Final Report

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Abstract

1 INTRODUCTION

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2 PROBLEM GENERATION

3 REACTIVE AGENT

4 REASONING AGENT

4.1 Unification

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4.3 Pathfinding

5 COMPARING ALGORITHM PERFORMANCE

5.1 Experimental Approach

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6 SUMMARY

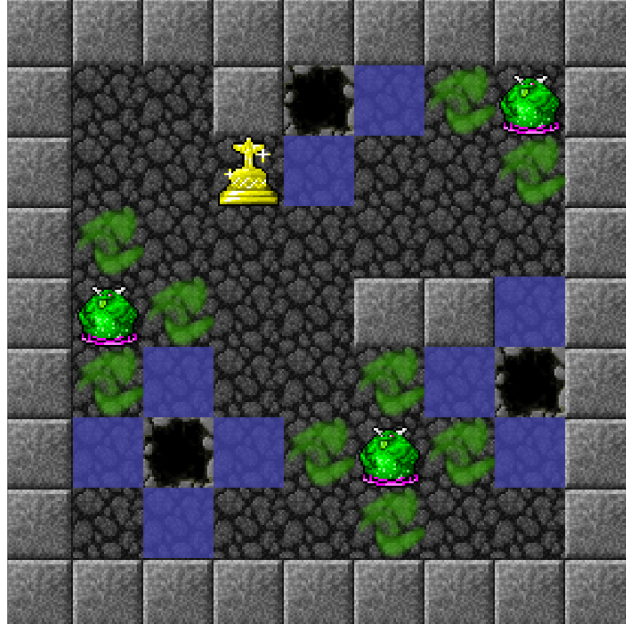


Figure 1: *An example of a wumpus world produced by our problem generator. The green haze represents stench and the blue tiles represent breezy squares.*

REFERENCES