

CSCI 446 Artificial Intelligence

Project 2 Design Report

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1 INTRODUCTION

Logic and the Wumpus World is an artificial intelligence problem first proposed by Michael Genesereth, and described in detail by his student Stuart Russel[1].

2 PROBLEM STATEMENT

3 EXPERIMENT DESIGN

4 SOFTWARE DESIGN

4.1 WUMPUS WORLD GENERATION

4.2 ENVIRONMENT ENGINE

4.3 REASONING AGENT

4.3.1 INFERENCE ENGINE

4.4 KNOWLEDGE BASE

4.5 PATHFINDING

4.6 REACTIVE AGENT

REFERENCES

- [1] Stuart Russel and Peter Norvig. *Artificial Intelligence: A Modern Approach*. Pearson Education, 3rd edition, 2010.