CS 171 – Introduction to Artificial Intelligence

Programming Assignment: Wumpus World AI

Abdullah Younis

younisa@uci.edu

Tournament

From the **Wumpus_World_tournament** folder you have two commands:

1. **Make** – This command will test every agent in cpp, java, and python folders against all the worlds in the Worlds folder. The results will be recorded in the "Tournament_Results.txt" file.

2. **Make generate_Worlds** – This command will generate 4000 worlds (1000 of each dimension between 4x4 and 7x7) and place them in the Worlds folder, overwriting the Worlds already in there.

How to run:

1. Place your python AIs in the "Agents_python" folder.
2. Place your java AIs in the "Agents_java" folder.
3. Place your c++ AIs (executables) in a new folder and then place that folder in the "Agents_cpp" folder. The name of the new folder, will be the name of the agent on the scoreboard.
4. Open your terminal.
5. Navigate to **Wumpus_World_tournament**
6. Execute the command: **make**
7. Read the results from the "Tournament_Results.txt" file.

Awknowledgment

1. **Vincent Ho** for the original tournament code.