



Wumpus World AI Project

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For
CS-171
Introduction to Artificial Intelligence

World Generator Manual





The World File

If you would like to make your own Wumpus World file, you can create a file according to the following format:

```
[row dimension][tab][column dimension]
[wumpus row] [tab] [wumpus column]
[gold row][tab][gold column]
[number of pits]
[pit1 row][tab][pit1 column]
[pit2 row][tab][pit2 column]
.
.
.
[pitN row][tab][pitN column]
```

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Alternatively, you can use the World Generator to quickly generate large amounts of Random Wumpus Worlds.

Using the Makefile scripts

There are two very helpful makefile commands that make generating a set of worlds an easy task. They are listed below, but remember, you must execute these commands from within the World Generator folder.

make	Generates a set of worlds according to your input.
make tournamentSet	Generates the same set of worlds used in the tournament.

Using the World Generator Binary

If you would like to give the worlds a custom name, you can either edit the makefile script or run the world generator executable directly, according to the following format:

```
World_Generator baseNameOfWorld numOfWorks rowDimension columnDimension
```

