CS 241 Data Organization using C
Lab 6: Hunt the Wumpus

Spring 2016

Project Overview

Hunt the Wumpus is an old text adventure game. In this game you, the adventurer-researcher, explore a labyrinth room by room to search for and tag the legendary hunted wumpus with research-grade gps-tagging arrows. Do this while avoiding hazards such as pits of death and bats of incredible lifting strength. Oh, and don't get in the same room as the wumpus because it will eat you.

In this assignment, I am providing you with the game logic in `playwumpus.c` and am depending on you to manage the map information.

I am giving you a header file `wumpus.h` which defines the map structure and some functions to manipulate and query it. You must implement these functions in `wumpus.c`.

1 Grading Rubric (total of 30 points)

-2 point : The program does not start with a comment stating the students first and last name and/or the source file is not named correctly.

-5 points : Programs compile with warnings on moons.cs.unm.edu using `/usr/bin/gcc` with the `-Wall -ansi -pedantic` options (using the makefile)

-5 points : Programs leak memory when tested with valgrind.

-5 points : Memory for map not dynamically allocated.

5 points: Follows CS-241 Coding Standard: including quality, quantity and neatness of comments, no dead code, and Best Practices (functions not being too long, nestings not needlessly deep, and avoidance of duplicate code).

5 points : The `playwumpus` program runs successfully with your `wumpus.c` implementation.

10 points : Output log of running `testwumpus` with `dodecahedron.map` and `small.map` matches expected results.

10 points : Output log of running `testwumpus` with two unknown map input files matches expected results.