Hay básicamente tres maneras de ejecutar el simulador. En las tres formas, tendrá que cargar (consultar) el archivo **wumpus2.pl**

1. Manualmente. Ejecutar **'initialize(random,P).'** Para inicializar un mundo aleatorio y devolver el percepto inicial en P. Se puede ejecutar **'display\_world.'** en cualquier momento después de esto para ver el mundo

(A = agente, W = wumpus, G = oro, P = pozo). Entonces, realice las acciones usando **'execute(Action, P).'** , Donde **Action** es **grab** (levantar), **shoot**(disparar), **climb**(subir), **turnleft**(mirar izquierda), **turnright**(mirar derecha), **goforward** (ir a la sala). Se puede reiniciar en cualquier punto utilizando 'restart (P).'.

2. Agent-based. First, you will also need to load the agents.pl file, which defines init\_agent and run\_agent(Percept,Action). You can define these yourself if you want. Then, execute 'evaluate\_agent(Trials,Score,Time).', where Trials is an integer supplied by you, and Score and Time are returned as results. This will perform the requested number of trials, where each trial generates a random world and runs the agent until it dies or climbs out of the cave.

3. Navigation-based. First, you will also need to load agents.pl and navigate.pl, which defines navigate(Actions,Score,Time). Then, execute 'evaluate\_agent2(Trials,Score,Time).', where Trials is an integer supplied by you, and Score and Time are returned as results. The difference here is that the agent attempts to solve each world multiple times, allowing the agent to retain information from earlier tries

Controles

Arriba

Abajo

Derecha

Izquierda

A = Recoger

S = Disparar

D = Escapar

ESPACIO = Caminar