- 1. Title: LAB 2 CZ3005, Wumpus World
- 2. Team member: Nguyen Vinh Quang SSP6
- 3. Explanation: To build the explore(L) function, I use breadth first search algorithm to find the nearest safe unvisited location. If a possible wumpus is around the agent and agent can infer that this is definitely the wumpus, then the agent navigates to wumpus, shoot and moveforward. (only 1 wumpus)
- 4. Friend Driver: Liang XuChao
- 5. How my printouts show correctness:
 - a. Printout Move (testPrintoutMove text file):
 Test and check step by step with my driver, correct answer.

 Test and check with friend's driver, her printout on the terminal is as same as my printout in the text file.
 - b. Printout Explore (testPrintoutExplore text file):
 Test with my driver, because explore(L) returns a sequence of actions to an unvisited safe location, so I use a while loop to explore every unvisited safe location. And at the end, all safe accessible locations were discovered

Beginning:

At the end:

```
Relative map:
                          S.
                    В
         . # # # # #
            # # # # #
```