SIMPLE REFLEX AGENT

In Simple Reflex Agent we cannot store the state. So the action is taken on current percept.

INSTRUCTIONS TO RUN CODE:
1. Compile using javac WorldApplication.java
2. Run using java WorldApplication -a false -t 10000 -n -false

The args -a = false spawns the agent at (0,0) and east facing.
The args -n = false sets the moves to be Deterministic
The args -t = 10000 runs the simulation for 10000 times

LOGIC IMPLEMENTED:
The base condition is if the percept gives true for glitter then grab it.

If there is both stench and breeze perform NO-OP. Because the probability of scoring -1000 increases if we move in this case. Since the Wumpus and Pit are going to be in separate square with a probability of 75%. And this gives the chance of scoring -1000 with a probability of 50%.

If there is a stench then shoot. If we kill the wumpus the stench will go away. And the percept we will get is scream. In which case we always move forward. If the stench does

not go away. The wumpus will keep shooting with no arrow and get a score of -1 for the remaining steps which is better than -1000.

If the percept is breeze perform NO-OP since it will give a score of -1000 with the probability of 25% in most cases.

If you perceive a bump then turn left, since the first bump will be at (0,3) and agent is facing east and second bump will be at (3,3).

SCORE:
The average score will be between 165 to 175.