

Wumpus Report - Group 11

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1 Introduction

This assignment Wumpus world is implemented for grade D and this is done through A* method.

Heuristic function assigns weights to each position in the map and these are updated with each move made.

Walk - through:

1. The agent makes a move when "Run Solving Agent" button is pressed.
2. Once the game reaches to an end, either a new game can be played on the same map or new game can be played on a new map, by clicking on the map number or selecting "Random" button.