Environment Aware Agent

Create a 2D agent which is environment aware and can sense the obstacle by seeing.This environment has obstacles and flat surface. The agent is designed in such a way that it jumps and changes the position by 2 on seeing the obstacle and moves by 1 position at a time with some environment limit.

Here Obstacle is represented by letter 'O' and Flatsurface as 'F'

KR GOLD WINNING AGENT

Following is a sample diagram for representing the Villain world. It is showing some rooms with Pits, one room with Villain(V) and one agent at (1, 1) square location of the world. Goal is that the agent should collect the gold without being caught by Villain and reach the destination in this 6X4 world There are also some components which can help the agent to navigate the cave. These components are given as follows:

- The rooms adjacent to the Villain room are smelly, so that it would have some stench.
- The room adjacent to PITs has a breeze, so if the agent reaches near to PIT, then he will perceive the breeze.
- There will be glitter around the room which has gold.
- The agent can move in all directions

glitter(g)	Gold(G)	glitter(g)	breeze(b)
	glitter(g) Sting(s)	breeze(b)	PIT(P)
Sting(s)	Villain(V)		breeze(b)
	Sting(s)		
Agent(A)			Destination

Problem3

 # Define an agent that is env aware

 # Env is having two kinds of eatables and flat surface

 # sweets and tangy

 # Sweet_loving_agent will eat sweets two times before eating a tangy thing

 # Agent can jump the eatable or can eat it.

The Agent can walk in the flat surface