Note: these codes should be run in SWI-Prolog

All the needed codes are in the folder named ‘codes’

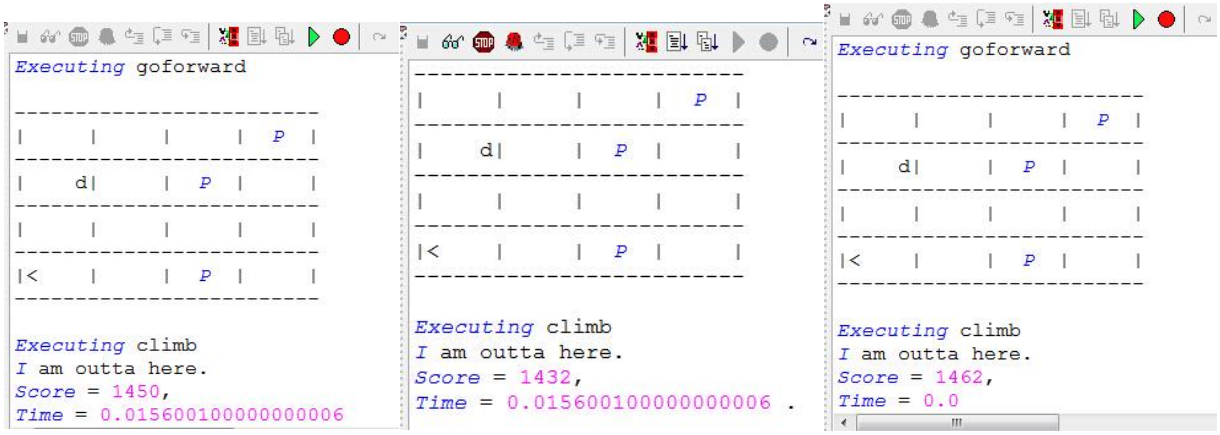
You can just run my codes in the way mentioned in the assignment PDF.

Some of the example result:

1. First, I test my agent with ‘fig72’.

It can run pretty well, my agent can nearly always grab the gold and kill the wumpus. I run for 10 time and my agent can get an average score of 1443. And you can see from the Time consumed that my agent runs very fast.

Below are three example results:

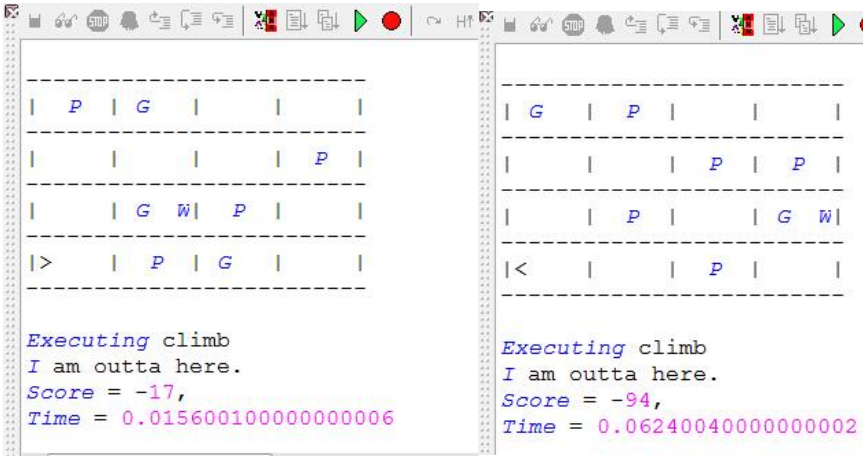


2. Second, I test my agent with ‘random’ mode

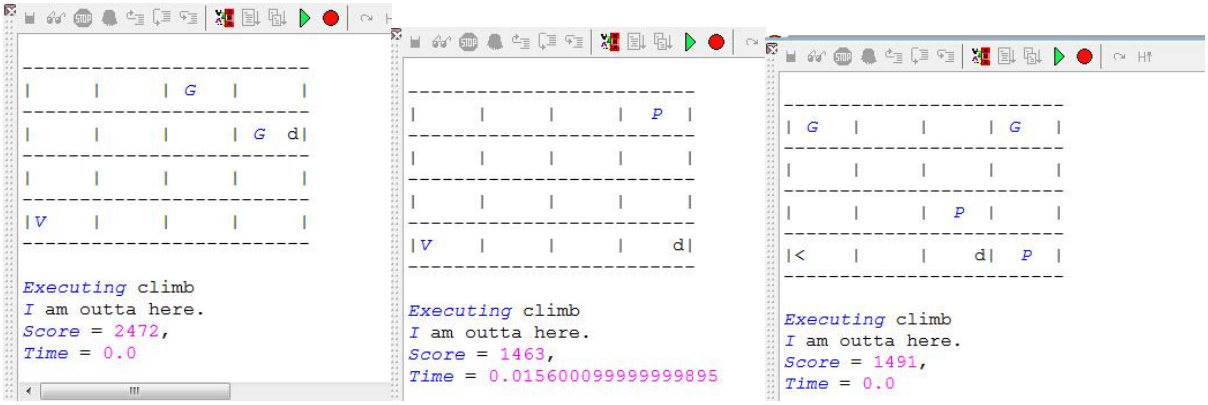
Below are some example results:

My agent is very cautious; to be cautious will guarantee that my agent will never die, every time it can leave the cave without losing its life.

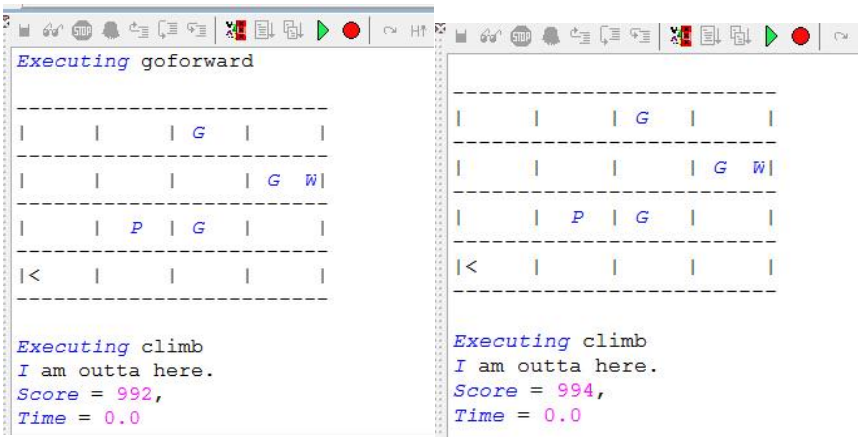
When the world is very dangerous (i.e. there are too much wumpus and pits), it choose to climb out with some extent of attempts. My agent will not risk its life to be greedy.



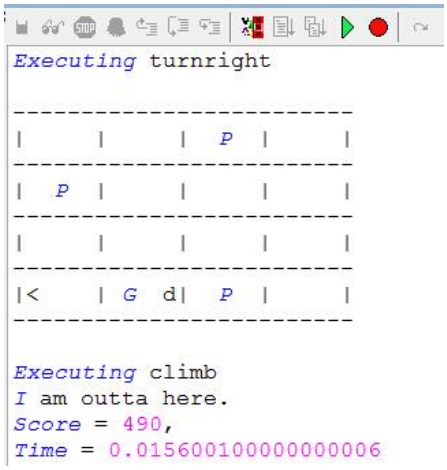
When the world is beautiful, my agent can get very high scores:



Sometimes my agent can just get the gold.



Sometimes my agent can just kill the wumpus.



Part 2. References:

1. the SWI-Prolog documentation helps me a lot:

   http://www.swi-prolog.org/pldoc/index.html

2. A nice Prolog tutorial:

   https://www.csupomona.edu/~jrfisher/www/prolog_tutorial/contents.html#2

Part 3. A statement of the Aggie Code of Honor:

An Aggie does not lie, cheat or steal or tolerate those who do.