Name	WumpusWorld
Version	v1

Class Diagram

Navigate to square

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__init__

Is at (0,0) with the gold?

Yes

No

Out of safe squares?   Yes   Wumpus found?   No   **Compute permutations**   No   **Go home**

Yes

Go to next safe square   Wumpus dead?   Yes   Successful?

No

Touching unknowns?   Yes   **Kill Wumpus**

logSignal()

Wait 5 seconds → Read from BLE → Use bitwise logic to decompose into four booleans

Mark surrounding squares as safe, add to stack   No   Any signals?

Add signals to vector   Yes