First, you need use the either of the two lines to initiate the Wumpus World. If you use line 11, you could initiate it directly by changing the six arguments and if you use the line 10, you would use the default arguments in the updatewumpusNowWithRocks.py.

```
10 # initialize world
11 # name = updatewumpusNowWithRocks.intialize_my_world("Cell 44", "Cell 42", ["Cell 12", "Cell 22", "Cell 32"])
12 name = updatewumpusNowWithRocks.intialize_world()
```

Now I will show you two results of different settings of the world.
1.
name = updatewumpusNowWithRocks.intialize_my_world("Cell 32", "Cell 13", ["Cell 31", "Cell 33", "Cell 44"])
results:

****

Initializing your own Wumpus world!
Your new world is called: Wumpus4552
There is a Wumpus in cell Cell 13.
There is Gold in cell Cell 32.
There is a Pit in cell Cell 31.
There is a Pit in cell Cell 33.
There is a Pit in cell Cell 44.

You are starting in Cell 11, looking to the Right.
You are starting with 0 points, 1 arrow(s).
You have 5 rocks.
You are alive.

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 0)

****

Turing to face Up
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Up, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', 'Up', 'living', 0]

****

Taking a step
Moving to Cell 12
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Up, living, 0)

['nasty', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', u'Up', 'living', 0]

****

Turing to face Left
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Left, living, 0)

****

Turing to face Down
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Down, living, 0)
['nasty', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', 'Down', 'living', 0]

****

Taking a step
Moving to Cell 11
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Down, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', u'Down', 'living', 0]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 0)

****

Turing to face Right
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Right, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', 'Right', 'living', 0]

****

Taking a step
Moving to Cell 21
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Right, living, 0)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 21', u'Right', 'living', 0]

****

Turing to face Left

There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Left, living, 0)

****

Turing to face Up
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Up, living, 0)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 21', 'Up', 'living', 0]

****

Taking a step
Moving to Cell 22
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Up, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', u'Up', 'living', 0]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Left, living, 0)

****

Turing to face Up
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Up, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', 'Up', 'living', 0]

****

Taking a step
Moving to Cell 23
There is a breeze running through this room
There is a nasty smell in here
Perception = (nasty, breeze, bare, no_bump, quiet, Cell 23, Up, living, 0)
['nasty', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 23', u'Up', 'living', 0]

****

Turing to face Left
There is a breeze running through this room
There is a nasty smell in here
Perception = (nasty, breeze, bare, no_bump, quiet, Cell 23, Left, living, 0)

```
******************************

Turing to face Down
There is a breeze running through this room
There is a nasty smell in here
Perception = (nasty, breeze, bare, no_bump, quiet, Cell 23, Down, living, 0)
['nasty', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 23', 'Down', 'living', 0]


******************************

Taking a step
Moving to Cell 22
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Down, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', u'Down', 'living', 0]


******************************

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Left, living, 0)


******************************

Turing to face Right
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Right, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', 'Right', 'living', 0]


******************************

Taking a step
Moving to Cell 32
There is a lovely glitter in the room
There is a breeze running through this room
Perception = (clean, breeze, glitter, no_bump, quiet, Cell 32, Right, living, 0)
['clean', 'breeze', 'glitter', 'no_bump', 'quiet', u'Cell 32', u'Right', 'living', 0]


******************************

Turing to face Left
There is a lovely glitter in the room
There is a breeze running through this room
Perception = (clean, breeze, glitter, no_bump, quiet, Cell 32, Left, living, 0)


******************************
```

Turing to face Left
There is a lovely glitter in the room
There is a breeze running through this room
Perception = (clean, breeze, glitter, no_bump, quiet, Cell 32, Left, living, 0)

****

Trying to pick up gold
You've picked up some gold!
You get 1000 more points!
There is a lovely glitter in the room
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 32, Left, living, 0)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 32', u'Left', 'living', 1000]

****

Turing to face Left
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 32, Left, living, 1000)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 32', 'Left', 'living', 1000]

****

Taking a step
Moving to Cell 22
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Left, living, 1000)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', u'Left', 'living', 1000]

****

Turing to face Down
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Down, living, 1000)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', 'Down', 'living', 1000]

****

Taking a step
Moving to Cell 21
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Down, living, 1000)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 21', u'Down', 'living', 1000]

****

Turing to face Left
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Left, living, 1000)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 21', 'Left', 'living', 1000]

****

Taking a step
Moving to Cell 11
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 1000)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', u'Left', 'living', 1000]
[]
[(u'Cell 13', 2), (u'Cell 24', 1), (u'Cell 33', 1), (u'Cell 22', 1)]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 1000)

****

Turing to face Up
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Up, living, 1000)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', 'Up', 'living', 1000]

****

Taking a step
Moving to Cell 12
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Up, living, 1000)
['nasty', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', u'Up', 'living', 1000]

****

Turing to face Left
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Left, living, 1000)

****

Turing to face Up
There is a nasty smell in here

Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Up, living, 1000)
['nasty', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', 'Up', 'living', 1000]

****

Trying to shoot the Wumpus
You killed the Wumpus!
You get 100 more points!
Perception = (clean, calm, bare, no_bump, quiet, Cell 12, Up, living, 1100)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', u'Up', 'living', 1100]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 12, Left, living, 1100)

****

Turing to face Down
Perception = (clean, calm, bare, no_bump, quiet, Cell 12, Down, living, 1100)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', 'Down', 'living', 1100]

****

Taking a step
Moving to Cell 11
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Down, living, 1100)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', u'Down', 'living', 1100]
Cell 13 : Kill Succeeded

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 1100)

****

Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, won, 1100)

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 1100)

****

Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, won, 1100)

2.
name = updatewumpusNowWithRocks.intialize_world()
results:

****

Initializing your new Wumpus world!
Your new world is called: Wumpus8312
There is a Wumpus in cell Cell 13.
There is Gold in cell Cell 32.
There is a Pit in cell Cell 31.
There is a Pit in cell Cell 33.
There is a Pit in cell Cell 44.

You are starting in Cell 11, looking to the Right.
You are starting with 0 points, 1 arrow(s).
You have 5 rocks.
You are alive.

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 0)

****

Turing to face Up
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Up, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', 'Up', 'living', 0]

****

Taking a step
Moving to Cell 12
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Up, living, 0)
['nasty', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', u'Up', 'living', 0]

****

Turing to face Left
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Left, living, 0)

****

Turing to face Down
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Down, living, 0)
['nasty', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', 'Down', 'living', 0]

****

Taking a step
Moving to Cell 11
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Down, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', u'Down', 'living', 0]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 0)

****

Turing to face Right
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Right, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', 'Right', 'living', 0]

****

Taking a step
Moving to Cell 21
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Right, living, 0)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 21', u'Right', 'living', 0]

****

Turing to face Left
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Left, living, 0)

****

Turing to face Up
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Up, living, 0)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 21', 'Up', 'living', 0]

****

Taking a step
Moving to Cell 22
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Up, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', u'Up', 'living', 0]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Left, living, 0)

****

Turing to face Up
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Up, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', 'Up', 'living', 0]

****

Taking a step
Moving to Cell 23
There is a breeze running through this room
There is a nasty smell in here
Perception = (nasty, breeze, bare, no_bump, quiet, Cell 23, Up, living, 0)
['nasty', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 23', u'Up', 'living', 0]

****

Turing to face Left
There is a breeze running through this room
There is a nasty smell in here
Perception = (nasty, breeze, bare, no_bump, quiet, Cell 23, Left, living, 0)

****

Turing to face Down
There is a breeze running through this room

There is a nasty smell in here
Perception = (nasty, breeze, bare, no_bump, quiet, Cell 23, Down, living, 0)
['nasty', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 23', 'Down', 'living', 0]

****

Taking a step
Moving to Cell 22
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Down, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', u'Down', 'living', 0]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Left, living, 0)

****

Turing to face Right
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Right, living, 0)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', 'Right', 'living', 0]

****

Taking a step
Moving to Cell 32
There is a lovely glitter in the room
There is a breeze running through this room
Perception = (clean, breeze, glitter, no_bump, quiet, Cell 32, Right, living, 0)
['clean', 'breeze', 'glitter', 'no_bump', 'quiet', u'Cell 32', u'Right', 'living', 0]

****

Turing to face Left
There is a lovely glitter in the room
There is a breeze running through this room
Perception = (clean, breeze, glitter, no_bump, quiet, Cell 32, Left, living, 0)

****

Turing to face Left
There is a lovely glitter in the room
There is a breeze running through this room
Perception = (clean, breeze, glitter, no_bump, quiet, Cell 32, Left, living, 0)

****

Trying to pick up gold
You've picked up some gold!
You get 1000 more points!
There is a lovely glitter in the room
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 32, Left, living, 0)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 32', u'Left', 'living', 1000]

****

Turing to face Left
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 32, Left, living, 1000)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 32', 'Left', 'living', 1000]

****

Taking a step
Moving to Cell 22
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Left, living, 1000)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', u'Left', 'living', 1000]

****

Turing to face Down
Perception = (clean, calm, bare, no_bump, quiet, Cell 22, Down, living, 1000)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 22', 'Down', 'living', 1000]

****

Taking a step
Moving to Cell 21
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Down, living, 1000)
['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 21', u'Down', 'living', 1000]

****

Turing to face Left
There is a breeze running through this room
Perception = (clean, breeze, bare, no_bump, quiet, Cell 21, Left, living, 1000)

['clean', 'breeze', 'bare', 'no_bump', 'quiet', u'Cell 21', 'Left', 'living', 1000]

****

Taking a step
Moving to Cell 11
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 1000)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', u'Left', 'living', 1000]
[]
[(u'Cell 13', 2), (u'Cell 24', 1), (u'Cell 33', 1), (u'Cell 22', 1)]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 1000)

****

Turing to face Up
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Up, living, 1000)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', 'Up', 'living', 1000]

****

Taking a step
Moving to Cell 12
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Up, living, 1000)
['nasty', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', u'Up', 'living', 1000]

****

Turing to face Left
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Left, living, 1000)

****

Turing to face Up
There is a nasty smell in here
Perception = (nasty, calm, bare, no_bump, quiet, Cell 12, Up, living, 1000)
['nasty', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', 'Up', 'living', 1000]

****

Trying to shoot the Wumpus
You killed the Wumpus!
You get 100 more points!
Perception = (clean, calm, bare, no_bump, quiet, Cell 12, Up, living, 1100)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', u'Up', 'living', 1100]

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 12, Left, living, 1100)

****

Turing to face Down
Perception = (clean, calm, bare, no_bump, quiet, Cell 12, Down, living, 1100)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 12', 'Down', 'living', 1100]

****

Taking a step
Moving to Cell 11
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Down, living, 1100)
['clean', 'calm', 'bare', 'no_bump', 'quiet', u'Cell 11', u'Down', 'living', 1100]
Cell 13 : Kill Succeeded

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 1100)

****

Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, won, 1100)

****

Turing to face Left
Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, living, 1100)

****

Perception = (clean, calm, bare, no_bump, quiet, Cell 11, Left, won, 1100)