

Neal Heinrich
Jim Piotrowski
Sarah Rovito

“Hunt the Wumpus” Product Description

Product Application:

We produced a version of the classic game “Hunt the Wumpus” in 8051 assembler language and ran it using J51, a publicly available microcomputer-based architecture. We envisioned our code being used in a small electronic hand-held device, such as those developed under the TIGER brand of Hasbro, Incorporated.

Product Market:

We essentially are marketing our code to be used in a small electronic gadget/toy. Our product would most likely appeal to young children and could potentially be marketed as a travel game or keychain in addition to a freestanding electronic device. Many licensing opportunities for our game conceivably could exist; for instance, we could adapt our code and have Disney’s “Spear Ursula” (the user would chuck arrows at Ursula, the evil octopus from “The Little Mermaid,” and save Ariel) or Lucasfilm’s “Kill Vader” (the user would pulse lightsaber beams at Darth Vader from “Star Wars” in order to protect the galaxy from the dark side).

Product Description:

“Hunt the Wumpus” employs the following logic ~ when the player begins the game, a game board is built on which the user, the wumpus, bats, and pits are placed using a random number generator. The player can only see where he or she is on the board but is alerted when a bat, pit, or the wumpus comes into range; bats and pits are stationary for the duration of the game, but the

wumpus can and will move around the board. The player inputs a move after the current status of the game is displayed and can choose to move up, down, right, or left. The player may also choose to shoot an arrow at the wumpus in the aforementioned directions. The wumpus (computer) randomly moves on the board once the player's move is completed. When the wumpus is done moving, the player may then take another turn. If the player runs into a bat during the course of the game, he or she is randomly moved to a different spot on the board. Play continues until one of three scenarios takes place: the player shoots the wumpus (win), the player falls into a pit (lose), or the player encounters the wumpus and is eaten (lose). The game is then terminated.

Legal Liability:

Our "Hunt the Wumpus" software is provided on an "as is" basis and is not covered under warranty of any kind. The creators of the code are not to be held liable should the product fail, be proven defective, and/or cause damage in any way, shape, or form.

Technical Description:

The end product that we ultimately would put on the market would consist of an LED screen, a small computer chip to run the code, plastic casing, and six rubber input buttons (four directional buttons, an on/off button, and a button to shoot an arrow at the wumpus).