

User's Manual

Necessary actions to have the complete program running:

1. Navigate to the project's directory.
2. Fire up your web server in the root of the repository.
3. Go to the Prolog folder and start the Prolog server:
 - a. Enter in the sicstus terminal, using the command 'sicstus' (assuming you have it installed in your machine)
 - b. Consult the server file - '[server].' or consult('server.pl').
 - c. Enter the command 'server.'
4. Open your favorite browser.
5. Open the web server you've created.
6. Enjoy the game.

Game Rules

The main goal of the game is to connect at least two colors of each border using the border colour itself and an allied colour that differs to each player.

Initially every piece is located outside the main board. In our case in a three color stack set. A piece can go to every tile located on the main board, but only if it's empty. After that the piece won't have the possibility to move again.

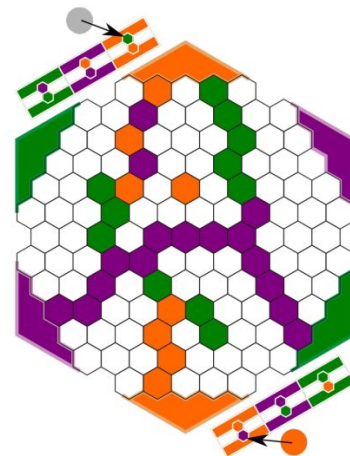
To connect:	orange	purple	green
One player can use	orange purple	purple green	green orange
The other can use	orange green	purple orange	green purple

Player's

Colours

The most tricky movement of the game is when a fence is created. Imagine a player makes a fence that connects one side of the board to the other like in the picture on the right. Then the blocked player's opponent wins that colour as the blocked player can't complete it anymore.

More information can be found in the game's report in the **docs** folder.



The bottom player just **won** orange by completing a purple fence that prevents her opponent from ever connecting orange, because he can only use orange and/or green to connect the orange sides.

User instructions (for dummies)

To start a game:

1. Choose the game mode (Player vs Player, Player vs Bot, Bot vs Bot)
2. If you didn't choose the Bot vs Bot mode, choose the bot's level of difficulty
3. Click OK to start the game

To move a piece:

1. Click in the stack that contains the piece you want to move (the selected piece is always the piece that is on the top of the stack)
2. Click in an empty tile in the board

To undo one or more moves:

1. Wait for the end of the piece animation, in case the piece is moving
2. Click on the Undo button, as many times as you want, until the board is empty.

To view the movie of the game:

1. Play until the game is over
2. Click in the Movie button

To go back to the menu:

1. Wait for the end of the piece animation, in case the piece is moving
2. Click in the Menu button

To change the timeout:

1. Use the Timeout slider in the GUI

To change the scene of the game:

1. Use the dropdown menu to choose between the Christmas Room of the Bedroom scenes, even if you are in the middle of a game

To change the camera or the lights:

1. Use the GUI