

## Running

To run the Game you need to start a http server on the JS\_client folder, we always use python3 http.server, then start the Prolog server, to do this consult the server.pl and run 'server.' make sure that the port 8081 is open.

## Oolong Tea Rules

The game rules are simple. To win you must control 5 tables out of the 9 tables. To control a table you must have 5 seats (or teas) of your color. There is a black tea that is the waiter, a player can only place that turn's tea on the table with the waiter and on an empty one tea. Placing a tea sends the waiter to the table corresponding to the place of the tea.

There are some special situations such as when a table is full and the player must pick a new table to play, a message will appear letting the player know to do this.

## Interface

In the top right corner is the Options Interface, a DAT GUI that contains the following:

- **Type of game:** Player vs Player, Player vs AI, AI vs AI.
- **Undo action button**
- **Scoreboard:** Display how many tables each player owns.
- **Camera Position :** Plays a camera animation that will change the perspective of the game.
- **Ambient :** There are two environments, FEUP and Japanese.

To play the game simply click on the empty seats (transparent glass), if the move is valid then the seat will now be controlled by you (this will play an animation that will fill the glass with the corresponding player color, green or yellow).

On the top left corner there is a counter that displays the remaining time of the round (30s each turn).

When a player wins, a message will appear at the top and new options will appear in the top left interface like the ability to play a movie containing all the game moves.

**Difficulty** : To change the AI's difficulty you have to click on the black folder in the center of the table, this will in turn change the insignia (the object model) and the difficulty of the AI.