

Rules

The game rules are the ones specified in the [website](#) given in Moodle. The timeout for making a move is one minute, if the timeout is reached the player whose turn it is forfeits the game.

Interface

Making moves

The player whose turn it is makes a move by first selecting one of their pieces and then selecting the square they want to move to, this is done by clicking the piece or square with the mouse.

Replay

At any point the game may be replayed from the beginning by clicking the button in the image below (Fig. 1).



HUD

Top left corner

In the top left corner of the viewbox the players can see their respective scores (how many pieces they've captured).

Top right corner

In the top right corner the players can select one of three camera views by clicking **Board**, **Player 1** or **Player 2**.

Bottom left corner

In the bottom left corner the players can use the following features by clicking the buttons:

- **ENABLE/DISABLE CHANGE CAMERAS** - toggle automatic camera switch according to whose turn it is
- **CHANGE SCENE** - switch through various scenes
- **UNDO** - undoes last move
- **REDO** - redoes last undone move

Bottom right corner

In the bottom right corner the players may see the time since the game begun and the time since the current move begun

Keyboard

There are two keyboard funtions:

- **A** - Redo
- **Z** - Undo