

Zurero User Manual

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Setup:

After the project is running on the web browser, the connection to the prolog server needs to be made. This is done by running SICStus and consulting the “server.pl” file in the project located at “/server_prolog/server.pl”. Then, with the use of the “server.” command, the server connection is established.

Game rules:

Initially the board is empty. Each player has an assigned color (black for player 2 and white for player 1). The game starts with a black piece placed in the middle of the board (line 10, column J).

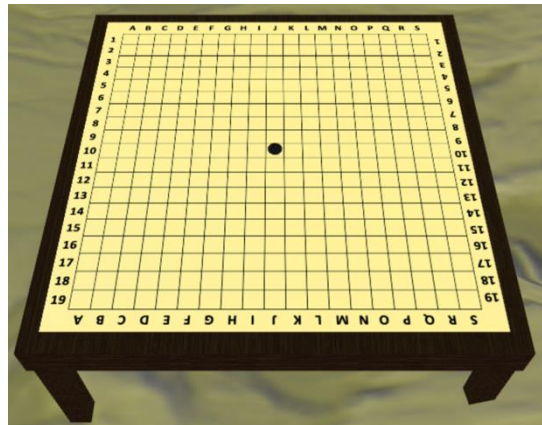


Figure 1 - Starting board

After this, the players take turns sliding new pieces across the board, of their respective colors, from any side and direction. A piece slides until it reaches another piece that is already on the board. It is not allowed to slide a piece along a line or column that does not already have pieces present.

If an already placed piece is hit by another piece and has nothing on the other side, it slides one spot in that direction and the new piece is placed where the old one used to be.

The goal of the game is for the players to put 5 pieces of their own in a row. This can be done in a line, column or diagonally. Whoever achieves this first wins.

User instructions:

The user interface with the game consists on a television placed next to the board. This television has most of the different options the user can choose and to ease this process there is a perspective that locates the camera in a convenient position called “TV View”.

The game modes available are Player vs Player, Player vs Bot and Bot vs Bot. The bot level of difficulty can also be customized, the default being the hard mode.



Figure 2 - Setup television

When a mode is chosen, the view automatically changes to the “Player perspective” and the game begins.

In order to make a move the player only needs to select the row or column on the side they desire and the game piece will slide until it encounters another piece (their behavior will depend on the conditions explained above in the game rules section). However, if the input is not valid, either by not being inside the board or not being in a valid board spot, this will not happen and the action is disregarded.

Each player will have a limited amount of time to make their move. The remaining time can be seen in the central numerical display (between the two players scores). If they do not perform any action in that time, they will lose their turn.

When switching turns, either after a valid play or the turn’s time is over, the “Player perspective” camera will automatically transition to the other player’s point of view.

After the game is finished, the scoreboard is updated, adding one point to the winner’s score.

The other two functionalities present on the tv are the undo and movie mode.

When the undo button is pressed, the game will undo the last two plays (in order to preserve the current player’s turn).

The movie button allows the user to see a replay of the game that has just been played.

There is another option available through the GUI of the scene, under the “Views” tab (besides the ability to choose a different camera). This option is named “environment” and here the user can select the different scenes in which he wishes to play the game.