User's Manual

Running the project

1. Run consult('http2.pl'). on swipl.
2. Open browser at http://localhost:8081/pub/prob1/index.html

The Game

Two users play against each other. Each player can put pieces of their own, or zombify the adversary pieces, as long as referring to valid positions. A position is valid for player X f it is adjacent to another piece of player X of to a zombie piece of the adversary, zombified by X. The game ends when there are no more valid positions to a player.

User Instructions

Start Game
Choose game settings such as board dimension, turn timeout, game mode, difficulty and the first player to play at Game Actions > Game Properties. Next, click on Game Actions > Start Game.

Move
Click on a position. If nothing happens, the position is not valid for your player.

Undo a Movement
Click on Game Actions > Undo move.

Watch a film of the previous movements
Click on Game Actions > Watch Movie.

Change Scenario
Change value of Scenario > Scenario.

Change Camera
Go to Camera Settings > Camera to change camera, or even enable/disable camera adjustments during the game at Camera Settings > Adjust camera to.