

# Users Manual

## 1. How to run the program

Open the prolog server by loading the file “server.pl” located in the server folder, using SICStus Prolog. After loading it, run the function “server.”.

Now, all you must do is run the mongoose server.

## 2. Game rules - Boku

The game starts with an empty hexagonal board. The players take turns selecting a cell to which a piece should be moved. When a player hits 5 pieces of his own in a row, in any allowed direction (vertical direction is not allowed in hexagonal boards), he wins the game. There’s a capturing system in the game rules, but we did not implement it.

## 3. User instructions

### 3.1. Mouse clicks

If the user wants to position a piece on a cell, he must mouse click the desired cell and a piece will automatically move to the selected cell, if it is not being occupied by another piece.

### 3.2. Interface

The interface allows the user to select one of three game modes: human vs human, human vs computer, computer vs computer.

CPU 1 and 2 difficulty dictate the AI difficulty of both computers. When the human vs computer mode is selected, the computer difficulty is chosen by CPU 1 difficulty.

Undo Play removes the last piece played from the board and the last player to execute a play must select a cell to play again. The undo only allows to go back one play.

Start game starts the game with the current selected game modes and CPU difficulties.

Camera Angle changes between a top and side board view.

In the group “Lights” we can turn on and off three lights placed along the board.

