

tgao

in 6-side die, each side will have another 6 options after one roll, if we do a branch
of tree as one possible case, for each parent there are 5 children, you will go
through $6^{(\text{depth})}$ steps to reach the ideal path in the worst case

in Prolog we use "," for AND operator, there's no OR operator, but in prolog if one
assumption fails, we can go to another line to see if that gets satisfied

I think the less we provide, the more prolog will guess for us so we will have more
answers