Users Manual

Necessary actions to have the complete program running:

1. Open Sicstus Server:
    a. Have *sicstus* installed and consult 'server.pl', on TP3/prolog directory.
    b. Run *server.* on sicstus.
2. Open Javascript Server:
    a. Option 1:
        i. Open index.html on Live Server extension on Visual Studio Code.
        ii. Click 'START' and start playing.
    b. Option 2:
        i. Open terminal with the TP3 directory and run *python3 -m http.server* and select src.

Short summary of the game main rules:

Green Skull is a 2 player game, but have 3 different piece types:
- Orcs (white pieces);
- Goblins (purple pieces);
- Zombies (green pieces).

One player will be the Orcs, the other will be the Goblins, and Zombies will be played for the player who has the Green Skull on that turn.

In the beginning, Orcs are the first to play and Goblins start with the Green Skull. Whenever a player eats one piece, immediately passes the Green Skull to the other player.

The main objective is to reach the other side of the table with our own pieces. We can jump (and eat) any piece (even if it's ours) and use green pieces to make it harder on the opponent. However, Zombies have their own score, so we can screw up the opponent strategy and still not win.

On each turn, each player can:
- Move to an adjacent hexagon.
- Make one or more sequential jumps over pieces (like Checkers game), "eating" that piece. In this case, the current player has to give the Green Skull to the opponent (if he has it).

The game ends when:
- Every piece of a certain color (even Zombies) are touching the other side line (of their color, visible on the table);
- Or when every piece of a certain color has been eaten.

In the end, to get the score, keep in mind that:

- Each player piece touching the other side line gives to that player 2 points.
- Each eated piece by that player (that is not of himself) gives to that player 1 point.

Zombies score the same way as Orcs and Goblins. The species with the most points wins, even if they are zombies!

User instructions:

Pieces movement consists of raising them (picking it), moving them over the target cell, and then descending it (releasing it).
Our interface is capable of:
- Zoom the scene (Scale Factor);
- Change the scene theme (Wood theme per default, Light and Dark theme available).
- Change camera view (3 available).
- Turn on/off the lights.
- Changing the game mode: Player vs Player per default, Player vs Bot , Bot vs Player (only difference with Player vs Bot is who starts the game) or Bot vs Bot available.
- Changing the level mode: Easy (per default: it shows the possible destiny hexagons on each picking) or Hard.
- Start button: button to start playing the game.
- Undo button: when pressed, it gets back to the last game state.
- Quit button: when pressed, all game is cleaned and prepared to get restarted.
- Movie button: when pressed after a game, shows all moves done during the game.