SGIT T01 G03

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Executing the program:

To have the program running one must unzip the delivered archive and have a HTTP server running to deliver its files. Then It is only necessary to use a browser capable of interpreting such files and go to the path of the TP3 folder.

User instructions/Game interactions:

To interact with the project one can either use the interface on the top-right of the window or press some of the objects in the scene. It is possible to change the current scene which can be changed in the interface.

When it comes to interacting with the scene by clicking objects there are several actions the player can accomplish:

The player may select a piece by clicking it, if that piece is playable, which depends on who's turn to play it is at the moment. Once selected, the piece is highlighted and hovered by a spotlight. Moreover, the tile where the piece can be moved, if there are any, will also be highlighted. To move a piece it must be selected and the tile where it should be moved to must be clicked on. If a player tries to select a piece that does not belong to him or to make a invalid move, the scene will flash with a red hue.

One can undo back to the previous move once, by clicking "Undo", which is next to the board. Similarly, by clicking "Game Movie" the game is reverted to its initial state and the moves played until the moment when the button is pressed are repeated.

Lastly, one may swap its view of the scene between premade cameras by clicking "Swap Camera". These are different from the premade cameras that can be chosen in the interface.

The score of a player is based on how many enemy pieces he has captured, incrementing one unit per captured piece. Scores are displayed next to the board, separated by a hyphen and the player's score is on the starting side of that player. Below the scores there are three timers displayed. The timer in the middle shows the time elapsed since the beginning of the game. The game ends if it reaches one hour. The other timers represent the time elapsed since the start of this turn. The timer is on the starting side of the player whose turn it is. Should a player not make a move in 5 minutes, it's turn will end. We opted not to end the game since this makes the game more fluid in case the players want to return to playing after a short break.