# T5G10 - GREENER

## Running the program

Open your SICStus console, go to File -> Consult and select **server.pl**.

Next, type "**server.**" into the console and press **Enter**.

Then, start up a local web server, either through a web extension, code editor extension or any other service, from the directory.

**IMPORTANT:**

- Do not forget the dot at the end of server
- Close the server before exiting the program:
    - Go to File -> Interrupt (or Ctrl+C)
    - Write "**e**" in the console and press **Enter**

## Game Rules

The board starts full of pyramids. Players take turns capturing pyramids or stacks of any colour that are on the same row/column and with no other pyramids/stacks in between them. Stacks cannot be split. The player who controls the black pyramids always start first.

The game ends when all players pass in succession (a player only passes a turn if he has no possible captures). The player with the most green pyramids captured (being part of stacks they control) wins the game. In case of a tie, the player with the highest stack wins. If the tie persists, play again.

# User Instructions

Initially, the User is presented with a view of the empty Board and the Menu.

The Menu contains:

- Number of Players Buttons
    - 1-Player, Human versus Computer
    - 2-Player, Human versus Human
- Size of Board Buttons (Rows x Columns)
    - 6x6
    - 6x9
    - 9x9
- Computer Difficulty Buttons
    - Easy (Random Selection)
    - Medium (Selection based on stack values)
- Start Game
- Undo Button: Goes back to the previous turn of the player (undoes two game moves)
- Reset Button: Cleans the board
- Movie: Replays the Game Sequence. Only available after a game has ended

For a special feature, try starting the game without selecting the player option.

Additionally, the User is presented with a 2D interface, where he can change between different views, modify the scene's lighting, and change between themes.

**NOTES**: Although there is not a time limit in the original game, I implemented one (40s, animation time is not counted). After this time, the game will end, assuming the player has forfeited the match.