

Faculty of Engineering of the University of Porto



LAIG

Practical Work Nr. 3

Manalath

Class 3

Group 4

Gonalo Regueiras dos Santos, up201603265@fe.up.pt

Joo Loureno Teixeira Vieira, up201603190@fe.up.pt

Manalath

Manalath is a board game, for two players. The board is hexagonal and there are 30 white and 30 black pieces. Each player has a color and they take turns placing pieces, of any color, on any empty space of the board, without creating a group of 6 or more pieces. A group are several pieces of the same color in adjoining cells, in any direction. If, at the end of a player's turn, there is a group of 4 pieces of the player's color, he loses, if there is a group of 5 pieces, he wins. If both conditions occur, the player loses. If there are no more valid moves, the game ends in a draw.



Group of 4 white pieces

User Instructions

To start playing, the user must first start the PROLOG server, consulting the “server.pl” file and running the *server/0* predicate.

By default, the game launches in *Player versus Player* mode, so it's ready to be played. To start playing, the player simply must choose a piece, by clicking with the mouse on it, and then clicking on the desired cell. The chosen piece will be highlighted in yellow.

Several game settings can be changed in the interface, like the game mode and the AI difficulty (if applicable). After making the changes, the user must click on the “*Apply Configs*” button, to restart the game with the new settings. With the default settings, when the player takes too long to make a move (exceeds the turn timer), the turn timer turns red, but the user can check the “*Allow random*” checkbox and a random play will be made if the time limit is exceeded.