

1 How to run

You should have Visual Studio Code with the following extension installed

Name: Live Server
Id: ritwickdey.LiveServer
Description: Launch a development local Server with live reload feature for static & dynamic pages
Version: 5.7.9
Publisher: Ritwick Dey
VS Marketplace Link:
<https://marketplace.visualstudio.com/items?itemName=ritwickdey.LiveServer>

Open the project folder which should have a lib folder, with the CGF library and other dependencies, and the tp3 folder, with the source code

Start the live server. Alt+L followed by Alt O are the default shortcuts which should open the a new window in your browser of choice

Select the source code folder

The application should now be working

2 How to play

2.1 Menu

When the application is ran the menu will show

From here you can select the materials, textures and scenes.

For a material first pick a cube from the 3rd row counting from the back (the label will turn green indicating it has been chosen). Then choose a material from the 1st row counting from the back.

For a texture first pick a cube from the 4th row counting from the back (the label will turn green indicating it has been chosen). Then choose a texture from the 2nd row counting from the back

The label is associated with what will take on that texture.

To choose the scene simply click one of the available cube on the 2nd row counting from the front. It will turn green for the selected scene. One is already selected by default.

To start the game either click the START button or the START GAME text on the GUI on the top right.

2.2

General play function can be achieved by clicking on a piece one wants to move, followed by the cell one wants the piece to move to. Such should be done, if possible.

There are four player buttons:

Undo: undoes the last move

Replay: will reset the state of the game and replay the succession of plays

Camera: will rotate the camera to the other player's side of the board

End turn: In case it is possible to pass (when multiple captures are possible) will pass the turn to the other player

There are four game buttons:

Visible light: Will display the object associated with the spotlight (one of the requirements). The effects of the light being active can be seen, but this functionality provides a clearer result

Continue time: will resume the timer

Stop time: will stop the timer

Reset: will reset the game

The leaderboard is displayed in the bot right corner and shows the player times and the turn time, who is playing, the pieces and overall scores, and a help message

If a player has not played in 15 seconds, they will lose the game. If a player has accumulated a total of 1 minute of play time, they will lose the game.

Eunice Amorim up201904920@edu.fe.up.pt

Henrique Sousa up201906681@edu.fe.up.pt