

Programação Lógica

*Relatório Intercalar*

*T1 - Fabrik*

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O Jogo: Fabrik

Xxx.

Representação do Estado do Jogo

**Situação Inicial:**

Board ([

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty]

])

**Situação Intermédia:**

Board ([

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, **black**, empty, **worker**, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, **black**, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, **black**, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, **white**, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, **white**, empty, empty, empty],

[empty, empty, empty, **white**, empty, empty, **worker**, empty, **white**, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, **black**, empty, empty, empty, empty, empty, empty, empty]

])

**Situação Final:**

Board ([

[empty, empty, empty, empty, **white**, empty, empty, empty, empty, empty, empty],

[empty, empty, empty, empty, **white**, empty, empty, empty, empty, empty, empty],

[empty, **white**, empty, empty, empty, empty, empty, empty, **white**, empty, empty],

[empty, empty, empty, **black**, empty, **white**, empty, empty, **white**, empty, empty],

[empty, empty, empty, **black**, empty, **black**, **black**, **black**, empty, empty, empty],

[empty, empty, empty, **black**, empty, empty, empty, empty, **white**, empty, empty],

[empty, empty, empty, **black**, empty, **white** empty, empty, empty, empty, empty],

[empty, empty, **worker**, **black**, empty, empty, **black**, empty, **white**, empty, empty],

[**white**, **black**, empty, empty, empty, empty, empty, empty, empty, **worker**, empty],

[empty, empty, empty, empty, empty, empty, empty, empty, empty, empty, empty],

[empty, empty, **black**, empty, empty, empty, empty, empty, **white**, empty, empty]

])

Visualização do Tabuleiro

Xxx.

Movimentos

**Cabeçalho do predicado da adição de uma peça:**

*addPiece(Board, Color, Row, Column)*

**Cabeçalho do predicado do movimento de uma peça Worker:**

*moveWorker(Board, Number, Column, Row)*