User documentation

Quoridor

Rules :

* The board is 9×9. The game is played between two players. Each player has one pawn and ten walls.
* Each player’s pawn starts on one side of the board in the center spaced. The goal is to reach the other side of the board.
* On a turn a player may take one action: move their pawn or place a wall.
* Pawns move in four directions: up, down, left, or right.
* Walls are placed to block or disrupt opponents, or to push a player’s own pawn towards the goal.
* Once placed walls cannot be moved. Walls must be fully placed on the board.
* You can never completely wall in an opponent. There must always remain one path to the goal for each player.
* If the other player is next to you, you can jump over him if there is no wall behind him. In case there is one, you can jump next to him, either on his right or his left as long as there is no walls preventing it.

When you start the program, the game is started, and the AI plays first. The game continues while there is no winner. To move your pawn, you can move you mouse to the spots next to you (the next position possible are in green) and click on it. To put a wall, just move your mouse anywhere it is possible to put a wall (a green wall will be represented if the spot is available) and click to confirm.