



USER MANUAL SNAILS GAME

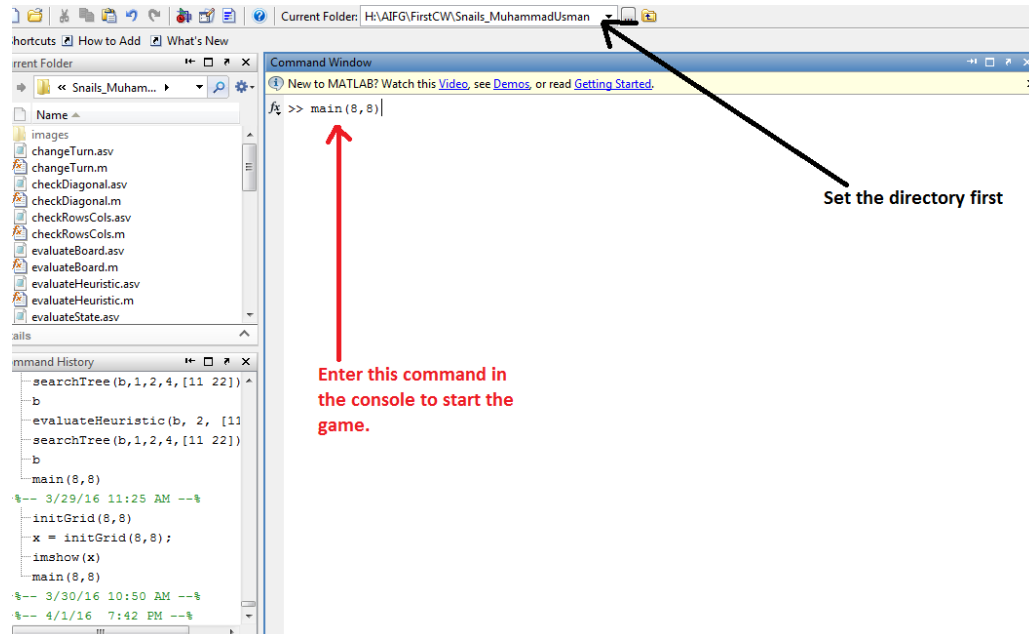
Muhmmad Usman-12036782

Submitted to: Dr. Junaid Akhtar

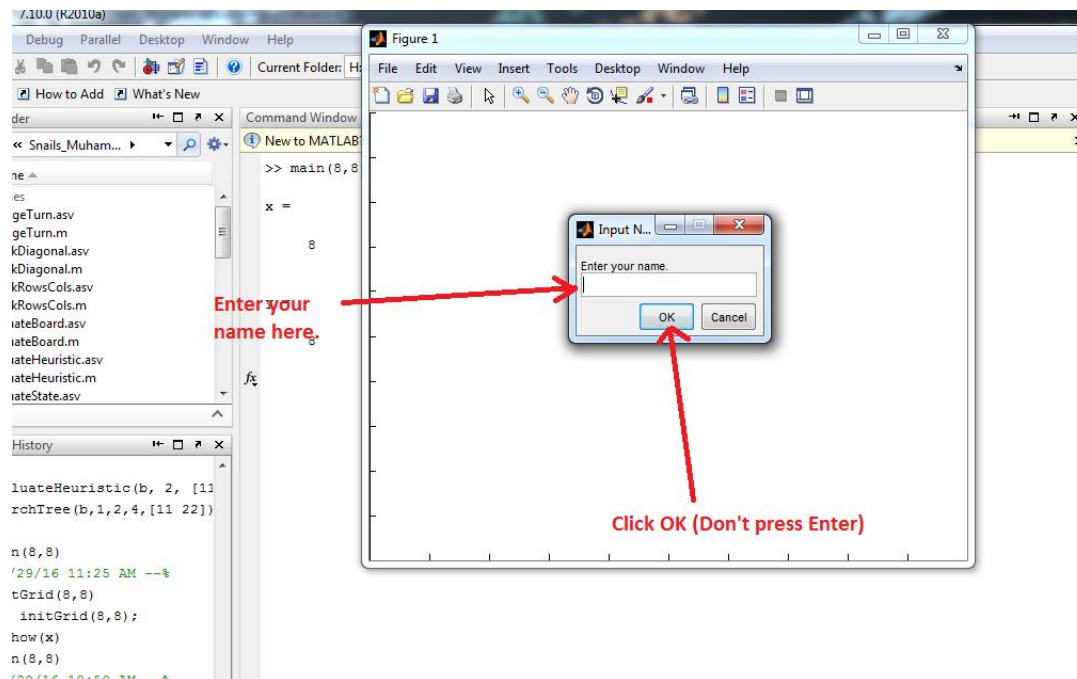
User Manual

Running the game

Point your Matlab working directory to Snails_MuhammadUsman and run `main(8,8)` in console as shown in figure:

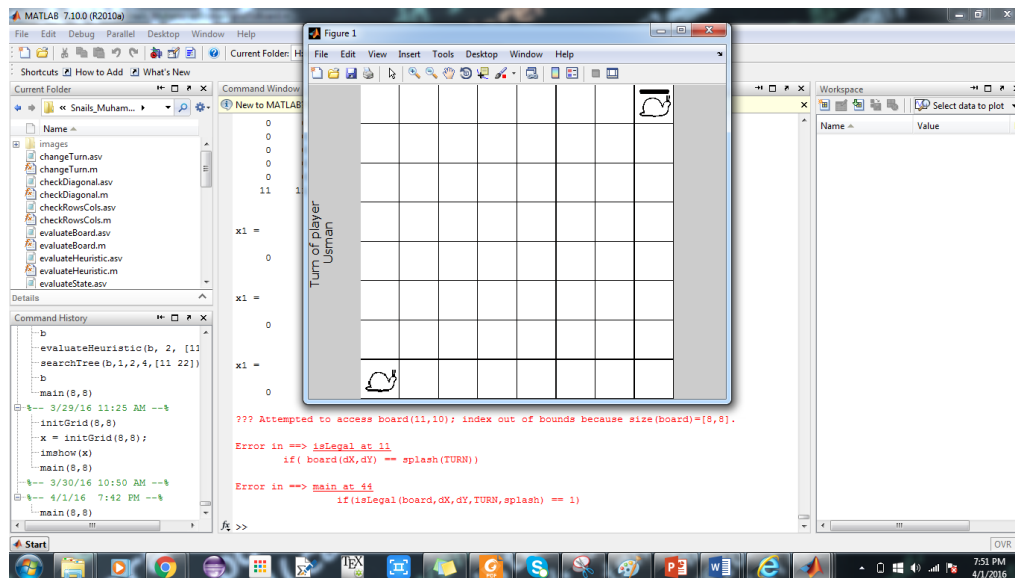


Now enter your name in the text box (when following screen appears) and click on 'OK' button.



Gameplay screen

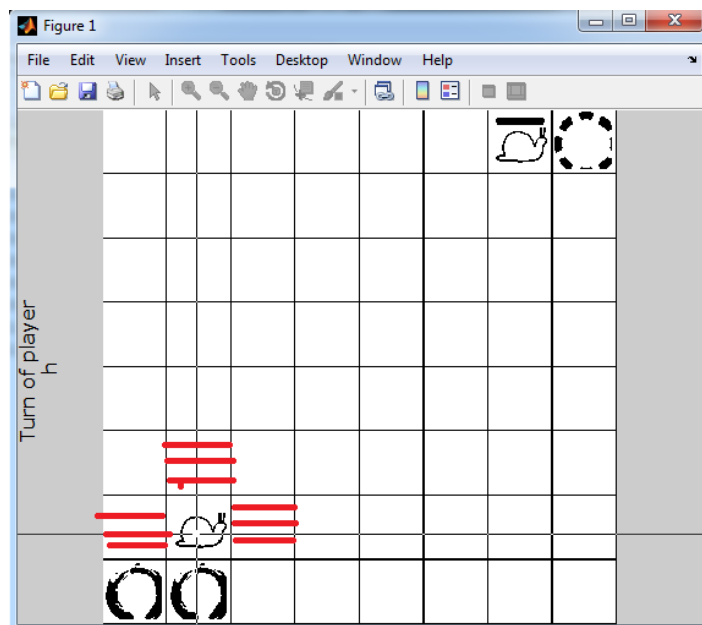
You will be able to play the game now and screen will be looking like the following:



There are two snails in the game screen. These two are the current positions of both of the players of the game. The one with a line over it is the snail of 'Artificial Intelligent agent' and the one without that line is your snail.

Possible moves

A snail can move in its four neighboring cells (as red line cells are shown in the figure), but it cannot make a diagonal move. Where ever your snail moves, it will leave a splash over there. A snail cannot move on a cell where opponent's snail or splash is already residing.



When a snail wants to make a move on a nearer splash, it will slip to the end on splashes on that row/column. Shown in following figures:

