

**IF2121 - Logika Komputasional**  
**Tugas Besar**  
**CAMEL UP!**



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## BAB 1: Deskripsi Masalah

Pada Tugas Besar ini, kami diminta membuat Camel POP!—tiruan permainan papan Camel Up—yang ditulis dalam bahasa Prolog. Inti dari game ini sebenarnya mirip judi (dalam lingkup ini diperhalus menjadi "investasi") pacuan kuda, bedanya yang balapan di sini adalah unta. Permainan ini dilakukan pada papan sirkular seperti papan monopoli yang berukuran  $5 * 5$  dan dimainkan oleh 2 sampai 4 orang.

Ada empat warna unta yang mengikuti balapan, yakni merah, biru, hijau, dan kuning, serta unta pengganggu berwarna **hytam** dan putih. Unta digerakkan secara acak menggunakan dadu berwarna, yang warnanya pun dipilih secara acak. Mula-mula, pemain memiliki empat buah kartu yang dapat ditukarkan untuk berinvestasi pada unta yang menurut mereka akan menjadi juara.

Hal yang membuat permainan ini lebih menarik adalah pemain dapat memasang satu buah jebakan yang membuat unta bergerak maju atau mundur ketika tiba di petak yang ia pasangi jebakan. Selain itu, ketika seekor unta bergerak menuju petak yang sudah berisi unta lain, ia akan menaiki unta tersebut. Tiap kali unta paling bawah bergerak maju, tumpukan unta di atasnya pun terbawa.

Permainan berakhir ketika satu unta berhasil mencapai petak start kembali. Akan tetapi, jika unta yang tiba dalam keadaan bertumpuk, justru unta paling atas dihitung lebih unggul.

Dari segi program, permainan diinisiasi dengan perintah *start game*. Perintah ini akan melakukan setup berupa pengacakan urutan pemain serta inisiasi kartu, poin, dan trap tiap pemain. Pada tiap giliran pemain, pemain dapat melakukan:

- pilih maksimal 1 aksi di antara: **investasi**, **jalankanUnta**, **pasangTrap**
- **displayMap** dengan jumlah tidak terbatas;
- **cekInfo** dengan jumlah tidak terbatas.

Pemain dapat mengakhiri gilirannya dengan menjalankan *end turn*. Permainan akan berakhir ketika terdapat unta yang melewati garis *finish* (angka dadu untuk melewati garis *finish* tidak harus tepat dengan jumlah langkah yang dibutuhkan untuk sampai ke garis *finish*). Program secara otomatis akan menjalankan *end game*.



## BAB 2: Penjelasan Command

### 2.1. Command `startGame`

#### 2.1.1. Kegunaan Command

Digunakan untuk memulai permainan baru dengan menetapkan jumlah pemain, inisialisasi giliran, dan mengatur data awal permainan. Command ini memastikan semua elemen permainan siap digunakan.

#### 2.1.2. Skenario-Skenario Penggunaan

- Skenario 1

Pemain ingin memulai permainan baru. Sistem meminta jumlah pemain (2–4) dan nama-nama mereka yang bersifat unik. Setelah input diberikan, sistem mengatur giliran pemain secara acak dan menampilkan pesan bahwa permainan telah dimulai.

- Skenario 2

Pemain mencoba memulai permainan baru saat permainan sebelumnya belum selesai. Pemain akan diperingatkan bahwa permainan sudah dimulai.

- Skenario 3

Pemain memasukkan jumlah pemain di luar batas yang diizinkan (misalnya, kurang dari 2 atau lebih dari 4). Sistem menampilkan pesan kesalahan dan meminta pemain untuk memasukkan jumlah pemain yang valid.

- Skenario 4

Pemain memasukkan nama pemain yang berupa variabel (bukan atom). Sistem menampilkan pesan kesalahan dan meminta pemain untuk memasukkan kembali nama pemain yang valid.

- Skenario 5

Pemain memasukkan nama pemain yang sudah ada. Sistem menampilkan pesan kesalahan dan meminta pemain untuk memasukkan kembali nama pemain yang valid.

## 2.2. Command `nextTurn`

### 2.2.1 Kegunaan Command

Daftar ID pemain disimpan dalam sebuah *list*:

[1, 2, 3, 4]

Command ini digunakan untuk memindahkan giliran permainan ke pemain berikutnya. Command ini akan menghapus giliran pemain saat ini, memutar list di atas yang menggunakan rotasi kiri sehingga fungsinya menjadi

[2, 3, 4, 1]

Hal ini memperbarui giliran ke pemain berikutnya berdasarkan rotasi daftar ID.

### 2.2.2 Skenario-Skenario Penggunaan

- Skenario 1

Setelah seorang pemain selesai menjalankan gilirannya, command `nextTurn` dipanggil untuk melanjutkan giliran ke pemain berikutnya. Misalnya: Pemain saat ini adalah "Pemain 1". Setelah `nextTurn` dipanggil, giliran berpindah ke "Pemain 2".

- Skenario 2

Ketika semua pemain telah mendapat giliran, giliran akan kembali ke pemain pertama. Misalnya: Daftar pemain: [1, 2, 3]. Jika giliran saat ini adalah "Pemain 3", maka setelah `nextTurn` dipanggil, giliran akan kembali ke "Pemain 1".

## 2.3. Command `cekInfo`

### 2.3.1 Kegunaan Command

Digunakan untuk memeriksa informasi lengkap tentang seorang pemain, seperti nomor urut, nama, poin, jumlah jebakan yang dimiliki, dan kartu yang dimiliki. Command ini berguna untuk menganalisis status pemain dalam permainan.

### 2.3.2 Skenario-Skenario Penggunaan

- Skenario 1

Pemain ingin mengetahui informasi lengkap tentang status dirinya (misalnya, poin, jebakan, dan kartu yang dimiliki) untuk membantu menyusun strategi permainan.

- Skenario 2

Seorang pemain ingin memeriksa informasi tentang lawan tertentu untuk mengevaluasi kekuatan dan potensi strategi lawan berdasarkan poin, jebakan, dan kartu mereka.

- Skenario 3

Pemain mencoba menggunakan command ini sebelum permainan dimulai dan sistem memberikan peringatan bahwa informasi tidak dapat diakses karena permainan belum dimulai.

## **2.4. Command investasi**

### **2.4.1 Kegunaan Command**

Digunakan oleh pemain untuk melakukan investasi pada salah satu warna unta (merah, kuning, hijau, atau biru). Command ini memastikan bahwa investasi yang dilakukan memenuhi syarat tertentu, seperti ketersediaan kartu investasi milik pemain dan belum adanya investasi pada warna unta tersebut.

### **2.4.2 Skenario-Skenario Penggunaan**

- Skenario 1

Pemain ingin berinvestasi pada unta berwarna tertentu. Jika pemain memiliki kartu dengan warna yang bersesuaian dan belum pernah berinvestasi pada warna unta sebelumnya, maka investasi akan berhasil, dan nama pemain akan ditambahkan ke daftar investasi unta tersebut.

- Skenario 2

Pemain mencoba berinvestasi pada unta berwarna tertentu tanpa memiliki kartu dengan warna yang bersesuaian (berinvestasi kembali). Sistem akan memberikan pesan bahwa investasi gagal karena kartu yang dimiliki pemain tidak sesuai.

## **2.5. Command papanInvestasi**

### **2.5.1 Kegunaan Command**

Digunakan untuk menampilkan daftar semua investasi pada masing-masing warna unta (merah, kuning, hijau, biru). Papan ini berguna untuk memantau pemain yang telah melakukan investasi pada setiap warna.

### **2.5.2 Skenario-Skenario Penggunaan**

- **Skenario 1**

Di akhir giliran, pemain ingin melihat daftar investasi di setiap warna unta untuk mengambil keputusan strategis di giliran berikutnya. Sistem akan menampilkan papan investasi yang berisi nama-nama pemain pada setiap warna unta yang sudah diinvestasikan.

- **Skenario 2**

Jika belum ada pemain yang berinvestasi, papan investasi kosong.

## **2.6. Command jalankanUnta**

### **2.6.1 Kegunaan Command**

Command ini digunakan untuk menggerakkan unta dalam permainan berdasarkan hasil pelemparan dadu. Proses ini melibatkan perpindahan posisi unta, interaksi dengan jebakan (trap), dan pemberian poin kepada pemain sesuai situasi permainan.

### **2.6.2 Skenario-Skenario Penggunaan**

- **Skenario 1**

Seorang pemain menjalankan command ini setelah giliran mereka dimulai. Sistem akan:

- Mengocok dadu untuk menentukan warna unta dan jumlah langkah.
- Memindahkan unta sesuai hasil dadu.
- Memberikan poin kepada pemain sesuai aturan permainan.
- Meng-update giliran dan status peta.

- **Skenario 2**

Pemain mencoba menjalankan command ini setelah melakukan tindakan lain dalam gilirannya yang hanya dapat dilakukan sekali (selain displayMap

dan cekInfo). Sistem akan menampilkan pesan kesalahan berupa "Giliran sudah beres, tunggu giliran berikutnya!"

- Skenario 3

Pemain mencoba menjalankan command ini sebelum permainan dimulai.

Sistem akan menampilkan pesan kesalahan: "Game belum dimulai, rek!"

- Skenario 4

Selama perpindahan unta, unta mendarat di petak dengan jebakan (trap).

Sistem akan:

- Memproses efek jebakan (maju/mundur).
- Menambahkan poin kepada pemilik jebakan.
- Meng-update posisi dan peta permainan.

- Skenario 5

Unta mencapai petak finish. Sistem akan:

- Mengakhiri permainan dengan status kemenangan.
- Menampilkan pesan: "Unta udah nyampe di finish, rek!"

## 2.7. Command pasangTrap

### 2.7.1 Kegunaan Command

Command ini digunakan untuk memasang jebakan (trap) di petak tertentu selama giliran pemain. Jebakan bisa berupa "maju" atau "mundur" dan memengaruhi unta yang melintasi petak tersebut.

### 2.7.2 Skenario-Skenario Penggunaan

- Skenario 1

Pemain mencoba memasang jebakan di petak tertentu, dan jebakan berhasil dipasang. Prosesnya meliputi:

- Pemain memilih kode petak yang valid (a–o).
- Pemain menentukan jenis jebakan (maju/mundur).
- Sistem memeriksa apakah petak tersebut sudah memiliki jebakan atau ada jebakan di sekitar. Jika tidak ada, jebakan dipasang, jumlah trap pemain berkurang, dan giliran pemain selesai.

- Sistem menampilkan pesan: "Trap berhasil dipasang di petak <kode>, cik!"
- Skenario 2

Pemain mencoba memasang jebakan di petak yang sudah memiliki jebakan. Sistem akan menampilkan pesan kesalahan: "Trap udah ada di petak <kode>, cik!"
- Skenario 3

Pemain mencoba memasang jebakan di sekitar petak yang sudah memiliki jebakan (*adjacent*). Sistem akan menampilkan pesan: "Trap udah ada di sekitar petak <kode>, cik!"
- Skenario 4

Pemain mencoba memasang jebakan tetapi sudah kehabisan jebakan. Sistem akan menampilkan pesan: "Kamu udah nggak punya trap lagi, cik!"
- Skenario 5

Pemain memasukkan kode petak yang tidak valid. Sistem akan menampilkan pesan kesalahan: "Itu kode petak ngaco dari mana?! Harus antara a sampai o."
- Skenario 6

Pemain memasukkan jenis jebakan yang tidak valid. Sistem akan menampilkan pesan kesalahan: "Gak usah ngadi-ngadi! Jenis trap cuma maju atau mundur."
- Skenario 7

Pemain mencoba menjalankan command ini sebelum permainan dimulai. Sistem akan menampilkan pesan kesalahan: "Permainan belum dimulai, cik!"
- Skenario 8

Pemain mencoba menjalankan command ini setelah gilirannya selesai. Sistem akan menampilkan pesan kesalahan: "Giliran sudah beres, cik! Jalankan perintah `nextTurn`."

## **2.8. Command katakanPeta**

### **2.8.1 Kegunaan Command**

Command ini digunakan untuk menampilkan peta permainan secara visual dengan informasi lengkap tentang posisi unta dan jebakan (trap) di setiap petak.

### **2.8.2 Skenario-Skenario Penggunaan**

- **Skenario 1**

Pemain melihat peta untuk menganalisis posisi unta dan jebakan. Dengan command ini, pemain dapat melihat peta dalam format yang jelas, termasuk posisi unta dan jenis jebakan (maju/mundur).

- **Skenario 2**

Jika permainan belum dimulai, pemanggilan perintah ini akan menghasilkan pesan peringatan.

## **2.9. Command endGame**

### **2.9.1 Kegunaan Command**

Command ini dipanggil ketika setidaknya satu unta mencapai petak S/F kembali setelah menempuh satu putaran. Ketika endGame dipanggil, permainan dihentikan dan poin pemain, baik dari menjalankan unta, memasang trap, maupun investasi diakumulasikan sehingga didapatkan pemenang dari permainan. Untuk investasi, kita memerlukan urutan juara unta.

Untuk memastikan tiap kombinasi posisi (petak dan ketinggian pada tumpukan unta) memiliki “bobot” yang unik untuk menentukan urutan juaranya, kami menggunakan rumus berikut:

$$Skor = 6 * IndeksPetak + ketinggianStack$$

Lalu indeksPetak dihitung dari 1 hingga 16 dan ketinggianStack dihitung dari 0 sampai 5. Alasan mengalikan dengan 6 adalah karena kapasitas maksimum dari suatu petak adalah 6 unta yang bertumpuk.

### **2.9.2 Skenario-Skenario Penggunaan**

- **Skenario 1**

Terdapat satu pemenang dengan perolehan poin terbanyak dengan akumulasi poin dari investasi, jalankanUnta, dan terkenaTrap.

- **Skenario 2**

Terdapat beberapa pemenang yang mendapatkan akumulasi poin akhir yang sama.

## **BAB 3: Hasil Eksekusi Program**

### 3.1 Tabel Pengetesan

|    |           |   |   |
|----|-----------|---|---|
|    |           | 2 | <pre> 5 ?- giliran(PlayerID). PlayerID = 3.  6 ?- nextTurn. true.  7 ?- giliran(PlayerID). PlayerID = 1. </pre>   |
| 3. | cekInfo   | 1 | <pre> Daftar pemain: Nomor urut: 1, Nama: naruto, Poin: 30, Trap: 1, Kartu: [merah,kuning,hijau,biru] Nomor urut: 2, Nama: sasuke, Poin: 30, Trap: 1, Kartu: [merah,kuning,hijau,biru] Nomor urut: 3, Nama: sakura, Poin: 30, Trap: 1, Kartu: [merah,kuning,hijau,biru] true.  4 ?- giliran(ID). ID = 1. </pre> |
|    |           | 2 | <pre> 5 ?- cekInfo. Masukkan nama pemain: naruto. Nomor urut: 1, Nama: naruto, Poin: 30, Trap: 1, Kartu: [merah,kuning,hijau,biru] true.  6 ?- cekInfo. Masukkan nama pemain: sasuke. Nomor urut: 2, Nama: sasuke, Poin: 30, Trap: 1, Kartu: [merah,kuning,hijau,biru] true. </pre>                             |
|    |           | 3 | <pre> 1 ?- ['src/main.pl']. true.  2 ?- cekInfo. Permainan belum dimulai, cik! true. </pre>   |
| 4. | investasi | 1 | <pre> (172 ms) yes   ?- investasi. Pilih warna unta untuk investasi (merah, kuning, hijau, biru): kuning. 1 masuk ke daftar investasi unta kuning. Papan investasi pada unta kuning: +-----+   INVESTASI UNTA   +-----+ 1. ahsan  Investasi berhasil!  true ?  (62 ms) yes   ?- </pre>                          |
|    |           | 2 | <pre> yes   ?- investasi. Pilih warna unta untuk investasi (merah, kuning, hijau, biru): kuning. Gagal melakukan investasi.  (31 ms) yes   ?- </pre>  |

|    |                |   |  |
|----|----------------|---|--|
| 5. | papanInvestasi | 1 | <pre>  ?- papanInvestasi. Papan investasi pada unta merah: +-----+     INVESTASI UNTA    +-----+ 1. ahsan  Papan investasi pada unta kuning: +-----+     INVESTASI UNTA    +-----+ 1. ahsan  Papan investasi pada unta hijau: +-----+     INVESTASI UNTA    +-----+ 1. malik  Papan investasi pada unta biru: +-----+     INVESTASI UNTA    +-----+ 1. malik</pre>   |
|    |                | 2 | <pre>(250 ms) yes   ?- papanInvestasi. Papan investasi pada unta merah: +-----+     INVESTASI UNTA    +-----+ Belum ada investasi  Papan investasi pada unta kuning: +-----+     INVESTASI UNTA    +-----+ Belum ada investasi  Papan investasi pada unta hijau: +-----+     INVESTASI UNTA    +-----+ Belum ada investasi Papan investasi pada unta biru: +-----+     INVESTASI UNTA    +-----+ Belum ada investasi</pre> |

|              |              |             |  |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
|--------------|--------------|-------------|--|--------------|-------------|-------------|-------------|-------------|-----|-----|-----|-----|-----|-------------|--|--|--|-------------|-----|--|--|--|-----|-------------|--|--|--|-------------|-----|--|--|--|-----|-------------|--|--|--|-------------|-----|--|--|--|-----|-------------|-------------|-------------|-------------|-------------|-----|-----|-----|-----|-----|--------------|-------------|-------------|-------------|-------------|-----|-----|-----|-----|-----|-------------|--|--|--|-------------|-----|--|--|--|-----|-------------|--|--|--|-------------|-----|--|--|--|-----|-------------|--|--|--|-------------|-----|--|--|--|-----|-------------|-------------|-------------|-------------|-------------|-----|-----|-----|-----|-----|
| 6.           | jalankanUnta | 1           | <p>S/F<br/>Buduk dah dikocok, ah...<br/>Budu Angka: 3<br/>Budu Name: kuning</p> <p>Heiiah, rek, unta kuning bergerak sejauh 3 petak!</p> <table border="1"> <tr><td>S/F<br/>BUDUK</td><td>B<br/>(trap)</td><td>B<br/>(trap)</td><td>C<br/>(trap)</td><td>D<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> <tr><td>B<br/>(trap)</td><td></td><td></td><td></td><td>E<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>F<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>G<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>L<br/>(trap)</td><td>K<br/>(trap)</td><td>J<br/>(trap)</td><td>I<br/>(trap)</td><td>H<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> </table> <p style="text-align: center;">Camel Up!</p>   | S/F<br>BUDUK | B<br>(trap) | B<br>(trap) | C<br>(trap) | D<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) | B<br>(trap) |  |  |  | E<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | F<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | G<br>(trap) | ( ) |  |  |  | ( ) | L<br>(trap) | K<br>(trap) | J<br>(trap) | I<br>(trap) | H<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| S/F<br>BUDUK | B<br>(trap)  | B<br>(trap) | C<br>(trap)  | D<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| B<br>(trap)  |              |             |  | E<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | F<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
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| H<br>(trap)  |              |             |  | G<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| L<br>(trap)  | K<br>(trap)  | J<br>(trap) | I<br>(trap)  | H<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| 6            |              | 2           | <p>6 ?- pasangTrap.<br/>Masukkan kode petak yang ingin dipasangi trap: a.<br/>Trapnya mau gimana nih (maju/mundur)?i: maju.<br/>Trap berhasil dipasang di petak a, cik!<br/>true .</p> <p>7 ?- jalankantInta.<br/>Giliran sudah beres, tunggu giliran berikutnya! Jalankan perintah `nextTurn` .<br/>true .</p>  |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| 3            |              | 3           | <p>44 ?- jalankantInta.<br/>Heiiah, cik, permainan belum dimulai, rek!<br/>true .</p>  |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| 4            |              | 4           | <p>Kondisi sebelumnya:</p> <table border="1"> <tr><td>S/F<br/>BUDUK</td><td>B<br/>(trap)</td><td>B<br/>(trap)</td><td>C<br/>(trap)</td><td>D<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> <tr><td>B<br/>(trap)</td><td></td><td></td><td></td><td>E<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>F<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>G<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>L<br/>(trap)</td><td>K<br/>(trap)</td><td>J<br/>(trap)</td><td>I<br/>(trap)</td><td>H<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> </table> <p style="text-align: center;">Camel Up!</p> <p>Kondisi setelahnya:</p> <table border="1"> <tr><td>S/F<br/>BUDUK</td><td>B<br/>(trap)</td><td>B<br/>(trap)</td><td>C<br/>(trap)</td><td>D<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> <tr><td>B<br/>(trap)</td><td></td><td></td><td></td><td>E<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>F<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>G<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>L<br/>(trap)</td><td>K<br/>(trap)</td><td>J<br/>(trap)</td><td>I<br/>(trap)</td><td>H<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> </table> | S/F<br>BUDUK | B<br>(trap) | B<br>(trap) | C<br>(trap) | D<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) | B<br>(trap) |  |  |  | E<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | F<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | G<br>(trap) | ( ) |  |  |  | ( ) | L<br>(trap) | K<br>(trap) | J<br>(trap) | I<br>(trap) | H<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) | S/F<br>BUDUK | B<br>(trap) | B<br>(trap) | C<br>(trap) | D<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) | B<br>(trap) |  |  |  | E<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | F<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | G<br>(trap) | ( ) |  |  |  | ( ) | L<br>(trap) | K<br>(trap) | J<br>(trap) | I<br>(trap) | H<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) |
| S/F<br>BUDUK | B<br>(trap)  | B<br>(trap) | C<br>(trap)  | D<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| B<br>(trap)  |              |             |  | E<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
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| H<br>(trap)  |              |             |  | F<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
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| H<br>(trap)  |              |             |  | G<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| L<br>(trap)  | K<br>(trap)  | J<br>(trap) | I<br>(trap)  | H<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
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| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| B<br>(trap)  |              |             |  | E<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | F<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | G<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| L<br>(trap)  | K<br>(trap)  | J<br>(trap) | I<br>(trap)  | H<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| 6.           | jalankanUnta | 1           | <p>S/F<br/>Buduk dah dikocok, ah...<br/>Budu Angka: 3<br/>Budu Name: kuning</p> <p>Heiiah, rek, unta kuning bergerak sejauh 3 petak!</p> <table border="1"> <tr><td>S/F<br/>BUDUK</td><td>B<br/>(trap)</td><td>B<br/>(trap)</td><td>C<br/>(trap)</td><td>D<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> <tr><td>B<br/>(trap)</td><td></td><td></td><td></td><td>E<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>F<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>G<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>L<br/>(trap)</td><td>K<br/>(trap)</td><td>J<br/>(trap)</td><td>I<br/>(trap)</td><td>H<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> </table> <p style="text-align: center;">Camel Up!</p>   | S/F<br>BUDUK | B<br>(trap) | B<br>(trap) | C<br>(trap) | D<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) | B<br>(trap) |  |  |  | E<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | F<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | G<br>(trap) | ( ) |  |  |  | ( ) | L<br>(trap) | K<br>(trap) | J<br>(trap) | I<br>(trap) | H<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| S/F<br>BUDUK | B<br>(trap)  | B<br>(trap) | C<br>(trap)  | D<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| B<br>(trap)  |              |             |  | E<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | F<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | G<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| L<br>(trap)  | K<br>(trap)  | J<br>(trap) | I<br>(trap)  | H<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| 6            |              | 2           | <p>6 ?- pasangTrap.<br/>Masukkan kode petak yang ingin dipasangi trap: a.<br/>Trapnya mau gimana nih (maju/mundur)?i: maju.<br/>Trap berhasil dipasang di petak a, cik!<br/>true .</p> <p>7 ?- jalankantInta.<br/>Giliran sudah beres, tunggu giliran berikutnya! Jalankan perintah `nextTurn` .<br/>true .</p>  |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| 3            |              | 3           | <p>44 ?- jalankantInta.<br/>Heiiah, cik, permainan belum dimulai, rek!<br/>true .</p>  |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| 4            |              | 4           | <p>Kondisi sebelumnya:</p> <table border="1"> <tr><td>S/F<br/>BUDUK</td><td>B<br/>(trap)</td><td>B<br/>(trap)</td><td>C<br/>(trap)</td><td>D<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> <tr><td>B<br/>(trap)</td><td></td><td></td><td></td><td>E<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>F<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>G<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>L<br/>(trap)</td><td>K<br/>(trap)</td><td>J<br/>(trap)</td><td>I<br/>(trap)</td><td>H<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> </table> <p style="text-align: center;">Camel Up!</p> <p>Kondisi setelahnya:</p> <table border="1"> <tr><td>S/F<br/>BUDUK</td><td>B<br/>(trap)</td><td>B<br/>(trap)</td><td>C<br/>(trap)</td><td>D<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> <tr><td>B<br/>(trap)</td><td></td><td></td><td></td><td>E<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>F<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>H<br/>(trap)</td><td></td><td></td><td></td><td>G<br/>(trap)</td></tr> <tr><td>( )</td><td></td><td></td><td></td><td>( )</td></tr> <tr><td>L<br/>(trap)</td><td>K<br/>(trap)</td><td>J<br/>(trap)</td><td>I<br/>(trap)</td><td>H<br/>(trap)</td></tr> <tr><td>( )</td><td>( )</td><td>( )</td><td>( )</td><td>( )</td></tr> </table> | S/F<br>BUDUK | B<br>(trap) | B<br>(trap) | C<br>(trap) | D<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) | B<br>(trap) |  |  |  | E<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | F<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | G<br>(trap) | ( ) |  |  |  | ( ) | L<br>(trap) | K<br>(trap) | J<br>(trap) | I<br>(trap) | H<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) | S/F<br>BUDUK | B<br>(trap) | B<br>(trap) | C<br>(trap) | D<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) | B<br>(trap) |  |  |  | E<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | F<br>(trap) | ( ) |  |  |  | ( ) | H<br>(trap) |  |  |  | G<br>(trap) | ( ) |  |  |  | ( ) | L<br>(trap) | K<br>(trap) | J<br>(trap) | I<br>(trap) | H<br>(trap) | ( ) | ( ) | ( ) | ( ) | ( ) |
| S/F<br>BUDUK | B<br>(trap)  | B<br>(trap) | C<br>(trap)  | D<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| B<br>(trap)  |              |             |  | E<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | F<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | G<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| L<br>(trap)  | K<br>(trap)  | J<br>(trap) | I<br>(trap)  | H<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| S/F<br>BUDUK | B<br>(trap)  | B<br>(trap) | C<br>(trap)  | D<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| B<br>(trap)  |              |             |  | E<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | F<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| H<br>(trap)  |              |             |  | G<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          |              |             |  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| L<br>(trap)  | K<br>(trap)  | J<br>(trap) | I<br>(trap)  | H<br>(trap)  |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |
| ( )          | ( )          | ( )         | ( )  | ( )          |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |              |             |             |             |             |     |     |     |     |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |  |  |  |             |     |  |  |  |     |             |             |             |             |             |     |     |     |     |     |

|                    |                      |           |  |                    |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
|--------------------|----------------------|-----------|--|--------------------|----------------------|-----------|----------|------------|----------|--|--|--|---------------|------------------|--|--|--|------------------|----------|--|--|--|----------|----------|----------|----------|----------|------------------|
|                    |                      |           | <p>23 ?- jalankantinta.<br/>Dadu dah dikocok, aih...<br/>Dadu Angka: 6<br/>Dadu Warna: kuning</p> <p>Woiyah, rek, unta kuning bergerak sejauh 6 petak!</p> <p>Unta ketemu trap mundur, rek!</p> <table border="1"> <tr> <td>S/F<br/>E(W)<br/>( )</td><td>A<br/>E ( )<br/>(Trap)</td><td>B<br/>E(W)</td><td>C<br/>( )</td><td>D<br/>E ( )</td></tr> <tr> <td>E<br/>( )</td><td></td><td></td><td></td><td>E ( )<br/>E(W)</td></tr> <tr> <td>H<br/>E(W)<br/>( )</td><td></td><td></td><td></td><td>F<br/>E(W)<br/>( )</td></tr> <tr> <td>H<br/>( )</td><td></td><td></td><td></td><td>G<br/>( )</td></tr> <tr> <td>L<br/>( )</td><td>K<br/>( )</td><td>J<br/>( )</td><td>I<br/>( )</td><td>H<br/>E(W)<br/>( )</td></tr> </table> <p>Camel Up!</p> <p>true.</p> | S/F<br>E(W)<br>( ) | A<br>E ( )<br>(Trap) | B<br>E(W) | C<br>( ) | D<br>E ( ) | E<br>( ) |  |  |  | E ( )<br>E(W) | H<br>E(W)<br>( ) |  |  |  | F<br>E(W)<br>( ) | H<br>( ) |  |  |  | G<br>( ) | L<br>( ) | K<br>( ) | J<br>( ) | I<br>( ) | H<br>E(W)<br>( ) |
| S/F<br>E(W)<br>( ) | A<br>E ( )<br>(Trap) | B<br>E(W) | C<br>( )   | D<br>E ( )         |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
| E<br>( )           |                      |           |  | E ( )<br>E(W)      |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
| H<br>E(W)<br>( )   |                      |           |  | F<br>E(W)<br>( )   |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
| H<br>( )           |                      |           |  | G<br>( )           |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
| L<br>( )           | K<br>( )             | J<br>( )  | I<br>( )   | H<br>E(W)<br>( )   |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
|                    |                      | 5         | <p>49 ?- jalankantinta.<br/>Dadu dah dikocok, aih...<br/>Dadu Angka: 6<br/>Dadu Warna: hijau</p> <p>Woiyah, rek, unta hijau bergerak sejauh 6 petak!</p> <p>Unta udah nyawa di finish, rek!</p> <p>Sor tet List(hijau,96),(kuning,78),(merah,68),(biru,54)Daftar pemain:<br/>Nomor urut: 1, Nama: b, Poin: 128, Trap: 0, Kartu: (merah,kuning,hijau,biru)<br/>Nomor urut: 2, Nama: a, Poin: 98, Trap: 0, Kartu: (merah,kuning,hijau,biru)<br/>Tidak ada investasi yang dilakukan.<br/>Hasil akhir permainan:<br/>Pemain b (ID: 1) memiliki 128 poin.<br/>Pemain a (ID: 2) memiliki 98 poin.<br/>Pemenangnya adalah b dengan 128 point!<br/>Permainan telah selesai!</p>  |                    |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
| 7.                 | pasangTrap           | 1         | <p>5 ?- pasangTrap.</p> <p>Masukkan kode petak yang ingin dipasangi trap: b.</p> <p>Trapnya mau gimana nih (maju/mundur)?!: maju.</p> <p>Trap berhasil dipasang di petak b, cik!</p> <p>true .</p>   |                    |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
|                    |                      | 2         | <p>5 ?- pasangTrap.</p> <p>Masukkan kode petak yang ingin dipasangi trap: b.</p> <p>Trapnya mau gimana nih (maju/mundur)?!: maju.</p> <p>Trap berhasil dipasang di petak b, cik!</p> <p>true .</p> <p>6 ?- nextTurn.</p> <p>true .</p> <p>7 ?- pasangTrap.</p> <p>Masukkan kode petak yang ingin dipasangi trap: b.</p> <p>Trapnya mau gimana nih (maju/mundur)?!: mundur.</p> <p>Trap udah ada di petak b, cik!</p> <p>true .</p>   |                    |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |
|                    |                      | 3         | <p>8 ?- pasangTrap.</p> <p>Masukkan kode petak yang ingin dipasangi trap: c.</p> <p>Trapnya mau gimana nih (maju/mundur)?!: maju.</p> <p>Trap udah ada di sekitar petak c, cik!</p> <p>true .</p>  |                    |                      |           |          |            |          |  |  |  |               |                  |  |  |  |                  |          |  |  |  |          |          |          |          |          |                  |

|                                |                     |          |  |                                |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
|--------------------------------|---------------------|----------|--|--------------------------------|---------------------|----------|--------------------|----------|----------|--|--|--|----------|----------|--|--|--|------------------|----------|--|--|--|----------|----------|----------|----------|----------|----------|
|                                |                     | 4        | <p><b>9 ?- pasangTrap.</b><br/>Kamu udah nggak punya trap lagi, cik! true.</p>   |                                |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
|                                |                     | 5        | <p><b>3 ?- pasangTrap.</b><br/>Masukkan kode petak yang ingin dipasangi trap: z.<br/>Itu kode petak ngaco dari mana?! Harus antara a sampai e. Huruf kecil! true.</p>  |                                |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
|                                |                     | 6        | <p><b>4 ?- pasangTrap.</b><br/>Masukkan kode petak yang ingin dipasangi trap: a.<br/>Trapnya mau gimana nih (maju/mundur)?!: miring.<br/>Gak usah ngadi-ngadi! Jenis trap cuma maju atau mundur.<br/>true.</p>   |                                |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
|                                |                     | 7        | <p><b>5 ?- pasangTrap.</b><br/><b>Permainan belum dimulai, cik!</b><br/>true.</p>  |                                |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
|                                |                     | 8        | <p><b>4 ?- pasangTrap.</b><br/>Gitaran sudah beres, cik! Jalankan perintah `nextTurn`.<br/>true.</p>   |                                |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
| 8.                             | katakanPeta         | 1        | <p>  ?- katakanPeta.</p> <table border="1"> <tr> <td>S/F<br/>[UB UH UM UP UI]<br/>( )</td><td>A<br/>(Trap)&gt;<br/>( )</td><td>B<br/>( )</td><td>C<br/>(Trap)<br/>( )</td><td>D<br/>( )</td></tr> <tr> <td>O<br/>( )</td><td></td><td></td><td></td><td>E<br/>( )</td></tr> <tr> <td>F<br/>( )</td><td></td><td></td><td></td><td>F<br/>[UK]<br/>( )</td></tr> <tr> <td>M<br/>( )</td><td></td><td></td><td></td><td>G<br/>( )</td></tr> <tr> <td>L<br/>( )</td><td>R<br/>( )</td><td>J<br/>( )</td><td>I<br/>( )</td><td>H<br/>( )</td></tr> </table> <p style="text-align: center;">Camel Up!</p> <p>(62 ms) yes</p> | S/F<br>[UB UH UM UP UI]<br>( ) | A<br>(Trap)><br>( ) | B<br>( ) | C<br>(Trap)<br>( ) | D<br>( ) | O<br>( ) |  |  |  | E<br>( ) | F<br>( ) |  |  |  | F<br>[UK]<br>( ) | M<br>( ) |  |  |  | G<br>( ) | L<br>( ) | R<br>( ) | J<br>( ) | I<br>( ) | H<br>( ) |
| S/F<br>[UB UH UM UP UI]<br>( ) | A<br>(Trap)><br>( ) | B<br>( ) | C<br>(Trap)<br>( )   | D<br>( )                       |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
| O<br>( )                       |                     |          |  | E<br>( )                       |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
| F<br>( )                       |                     |          |  | F<br>[UK]<br>( )               |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
| M<br>( )                       |                     |          |  | G<br>( )                       |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
| L<br>( )                       | R<br>( )            | J<br>( ) | I<br>( )   | H<br>( )                       |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |
|                                |                     | 2        | <p>(15 ms) yes</p> <p>  ?- katakanPeta.<br/><b>Permainan belum dimulai, rek!</b></p>   |                                |                     |          |                    |          |          |  |  |  |          |          |  |  |  |                  |          |  |  |  |          |          |          |          |          |          |

|                      |          |                      |  |                    |          |          |          |          |          |  |  |  |          |          |  |  |  |                  |                      |  |                      |          |          |          |          |  |  |          |
|----------------------|----------|----------------------|--|--------------------|----------|----------|----------|----------|----------|--|--|--|----------|----------|--|--|--|------------------|----------------------|--|----------------------|----------|----------|----------|----------|--|--|----------|
| 9.                   | endGame  | 1                    | <p>  ?- jalankanUnta.<br/>Dadu uang dikocok, aih...<br/>Dadu Angka:<br/>Dadu Warna: hijau</p> <p>Woah, rek, unta hijau bergerak sejauh 6 petak!<br/>Unta udah nyampe di finish, rek!</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>S/F<br/>[UH]<br/>( )</td><td>A<br/>( )</td><td>B<br/>( )</td><td>C<br/>( )</td><td>D<br/>( )</td></tr> <tr> <td>O<br/>( )</td><td></td><td></td><td></td><td>E<br/>( )</td></tr> <tr> <td>N<br/>( )</td><td></td><td></td><td></td><td>F<br/>[UB]<br/>( )</td></tr> <tr> <td>M<br/>[UL, UR]<br/>( )</td><td></td><td>J<br/>[UM, UP]<br/>( )</td><td>I<br/>( )</td><td>G<br/>( )</td></tr> <tr> <td>L<br/>( )</td><td>R<br/>( )</td><td></td><td></td><td>H<br/>( )</td></tr> </table> <p>Tidak ada investasi yang dilakukan.<br/>Hasil akhir permainan:<br/>Pemain malik (ID: 1) memiliki 100 poin.<br/>Pemain ahsan (ID: 2) memiliki 90 poin.<br/>Pemenangnya adalah malik dengan 100 poin!<br/>Permainan telah selesai!</p> | S/F<br>[UH]<br>( ) | A<br>( ) | B<br>( ) | C<br>( ) | D<br>( ) | O<br>( ) |  |  |  | E<br>( ) | N<br>( ) |  |  |  | F<br>[UB]<br>( ) | M<br>[UL, UR]<br>( ) |  | J<br>[UM, UP]<br>( ) | I<br>( ) | G<br>( ) | L<br>( ) | R<br>( ) |  |  | H<br>( ) |
| S/F<br>[UH]<br>( )   | A<br>( ) | B<br>( )             | C<br>( )   | D<br>( )           |          |          |          |          |          |  |  |  |          |          |  |  |  |                  |                      |  |                      |          |          |          |          |  |  |          |
| O<br>( )             |          |                      |  | E<br>( )           |          |          |          |          |          |  |  |  |          |          |  |  |  |                  |                      |  |                      |          |          |          |          |  |  |          |
| N<br>( )             |          |                      |  | F<br>[UB]<br>( )   |          |          |          |          |          |  |  |  |          |          |  |  |  |                  |                      |  |                      |          |          |          |          |  |  |          |
| M<br>[UL, UR]<br>( ) |          | J<br>[UM, UP]<br>( ) | I<br>( )   | G<br>( )           |          |          |          |          |          |  |  |  |          |          |  |  |  |                  |                      |  |                      |          |          |          |          |  |  |          |
| L<br>( )             | R<br>( ) |                      |  | H<br>( )           |          |          |          |          |          |  |  |  |          |          |  |  |  |                  |                      |  |                      |          |          |          |          |  |  |          |
|                      |          | 2                    | <p>Tidak ada investasi yang dilakukan.<br/>Hasil akhir permainan:<br/>Pemain malik (ID: 1) memiliki 100 poin.<br/>Pemain ahsan (ID: 2) memiliki 100 poin.<br/>Permainan berakhir seri. Pemenang bersama adalah: [malik, ahsan] dengan 100 poin!~n<br/>Permainan telah selesai!<br/>Permainan belum dimulai, rek! (218 ms) no</p>   |                    |          |          |          |          |          |  |  |  |          |          |  |  |  |                  |                      |  |                      |          |          |          |          |  |  |          |

## Lampiran

### Persentase Kontribusi

| NIM      | Persentase Kerja |
|----------|------------------|
| 13523094 | 28%              |
| 13523018 | 24%              |
| 13523074 | 24%              |
| 13523118 | 24%              |

### Tautan Repository GitHub

<https://github.com/praktikum-if1221-logika-komputasional/praktikum-if1221-logika-komputasional-piton-24-aseli-ngawi.git>

### Fakta Dinamis dari Program

```
: - dynamic(pemain/5).
: - dynamic(giliran/1).
: - dynamic(giliranBeres/0).
: - dynamic(remaining_ids/1).
: - dynamic(remaining_dadu_colors/1).
: - dynamic(peta/1).
: - dynamic(gameMulai/0).
: - dynamic(listInvestasi/1).
: - dynamic(trapOwner/2).
: - dynamic(urutanUnta/1).
```

## Referensi

Markus Triska. (2024). *The Power of Prolog*.

<https://github.com/triska/the-power-of-prolog>

Asisten Laboratorium Grafika dan Intelektivitas Buatan 2022. (2024). *GNU Prolog Handbook*.