Oolong 3D Instructions Manual

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1 Running the game

To ensure the correct usage of the game, do follow (in correct order) every step described below:

- **Initialize Prolog**: open the file *server.pl* with *SICStus Prolog*. It should be included in the submitted files, under the directory *plog files*. On SICStus' console, type **server.** which should initialize the server.

- **Initialize WebCGF**: open *Mongoose* (or your web server of preference) and select the *project-3* directory. It should initialize the 3D scene.

- **Test the communication**: press **P**(ing) on your keyboard and wait for the alert. If the response is positive, the program is operational! Otherwise, repeat the steps above.

2 Main rules

Oolong's premise is actually pretty simple. There are **9 tables organized in a circular fashion** and **each table has 9 seats** which are structured in the exact same way.

Each player **dictates the table the opponent must play on** by placing a teacup a seat. E.g. if the seat is at direction *Northwest* on the table, then the opponent is obligated to place a piece on any seat out of *Northwest* table's available seats.

A player claims a table if there are **at least 5 seats occupied** with its teacups. The game progresses until a player has **claimed majority of 5 tables**, thus winning the match.

We've hosted a full rulebook available on http://docdro.id/k2ZatAa. Do bear in mind not every aspect of it is present in this version of the game.

2.1 Rule adaptations

Due to limitations of the software and to reach goals required by the project specifications, this version of the game has two major differences in comparison to the standard one:

- There's now a **turn time limit of 1 minute**.

- **No special markers** in play.

3 User instructions

There are a handful of actions a user must have in mind whilst interacting with Oolong 3D. Here's a list that hopefully addresses all possible questions one might have about the software.

- **Start game**: click on the gong located on the north wall.

- **Switch gamemode**: on the right of the gong, there should be 3 horizontal chinese-themed buttons labeled *singleplayer*, *multiplayer* and *AI battle*. Click them to select the respective gamemode.

- **Switch difficulty**: there are two vertical buttons located to the right of the previously mentioned buttons. Labeled *easy* and *normal*, you ought to click them if you so desire to adjust the bot's difficulty.

- **Place a piece**: you must firstly select a cup and then click on the desired mini-plate on each table. Don't worry, an alert will pop-up if you perform one of these actions incorrectly.

- **Consult turn time**: the game automatically alerts you when 30 and 50 seconds (out of a full minute) have elapsed in your turn. The player might consult his remaining turn time by pressing **T**(ime) on your keyboard.

- **Consult score**: the game also automatically alerts you when majority has been reached on a given table. Yet if you still wish to consult the number of claimed tables by both players thus far, press **S**(core) on your keyboard.

- **Change environment**: it's possible to flip the color theme from red to blue and vice versa by pressing **F**(lip) on your keyboard.

- **Play movie reel**: if you wish to inspect the history of turns on the current game, press **M**(ovie) on your keyboard.

- **Restart game**: At any time, you may forfeit by clicking the gong. A new match will be created with the selected game options.

- **Ping Prolog**: To test if the Prolog-Javascript communication has been established correctly, press **P**(ing) on your keyboard to send a test request to the server. A positive or negative alert should pop-up in less than 10 seconds indicative of the response's nature.