HW4-3. The game of "묵찌빠"

❖ **Write a Prolog program that defeats a human player in the game of "묵찌빠"**

❖ **You should implement the notion of "timing"**

❖ **Up to 100 points of bonus will be given if you implement GUI interface**

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❖ **Please submit documentation of your program, too.**

- The documentation should explain the usage of your program, your algorithms and comments on each predicate.
- How you implemented the "timing" should be explained in detail.

❖ **Due: 6/9 3:30pm**