Mancala Board Game

Game and rules:

Mancala game shares a common general game play. Players begin by placing a certain number of seeds, prescribed for the particular game, in each of the pits on the game board. A player may count their stones to plot the game. A turn consists of removing all seeds from a pit, "sowing" the seeds (placing one in each of the following pits in sequence) and capturing based on the state of board. The board consists of two rows of pits, each. Three pieces of stones are placed in each of the 12 holes. Each player has a large store called Mancala to the right side of the board. One player starts the game by picking up all of the stones in any one of his own pits. Moving counter-clock wise, the player places one in each pit starting with the next pit until the stones run out. If you run into your own Mancala, place one stone in it. If there are more stones to go past your own Mancala, continue placing them into the opponent's pits. However, skip your opponent's Mancala.

If the last stone you drop is your own Mancala, you get a free turn .If the last stone you drop is in an empty pit on your side, you get to take that stone and all of your opponents stones that are in the opposite pit. Place all captured stones in your own Mancala. The game ends when all six pits on one side of the Mancala board are empty. The player who still has stones on his side of the board when the game ends captures all of those pieces and place them in his Mancala. The player who has the most stones in his Mancala wins.

Requirements:

This game is for two human players. (No computer player is considered in this project. Two players will take a turn to play this game.) Initially, the program displays a board with four stones in each pit. A player selects a pit by clicking the mouse on the pit. Then, the program updates the board according to the game rule explained above. Diagram 1 show’s how the board will initially be set up before the game starts. Diagram 2 shows how the game board will look after player one move’s his stones from the second pit to the right counter clockwise around the board.

(1)

4 4 4 4 4 4

0 a b c d e f 0

4 4 4 4 4 4

(2)

4 4 4 4 5 5

0 a b c d e f 1

4 4 4 4 0 5