

Manual for Congkak in Java

To run the program, locate to Source code/congak/src/ using Command Prompt or Terminal, and run the command 'javac com/congak/Main.java && java com/congak/Main' to start the game.

Make sure to have the java compiler added to your path.

There are no usernames or passwords in the game, if the user wants to disable animations (sleep times), they are required to change the source code a little bit.

Disable animations:

1. Go to the file com/congak/mechanics/GameMechanics.java
2. Replace line 44 and 57 with "Thread.sleep(0);"
3. Animations are now disabled
4. Compile once again and run the program

Gameboard:

		10	9	8	7	6	5	4	3	2	1		
Player2		+	-	+	-	+	-	+	-	+	-	+	Player1
	+	-	+	-	+	-	+	-	+	-	+	-	
	000	008	008	008	008	008	008	008	008	008	008	008	000
	+	-	+	-	+	-	+	-	+	-	+	-	+
	008	008	008	008	008	008	008	008	008	008	008	008	000
	+	-	+	-	+	-	+	-	+	-	+	-	+
Score		+	-	+	-	+	-	+	-	+	-	+	Score
		1	2	3	4	5	6	7	8	9	10		

The moves that the user can select are the numbers below the holes. If its player 1's turn, the player has to choose a move on the bottom whereas player 2 chooses a move on the top.