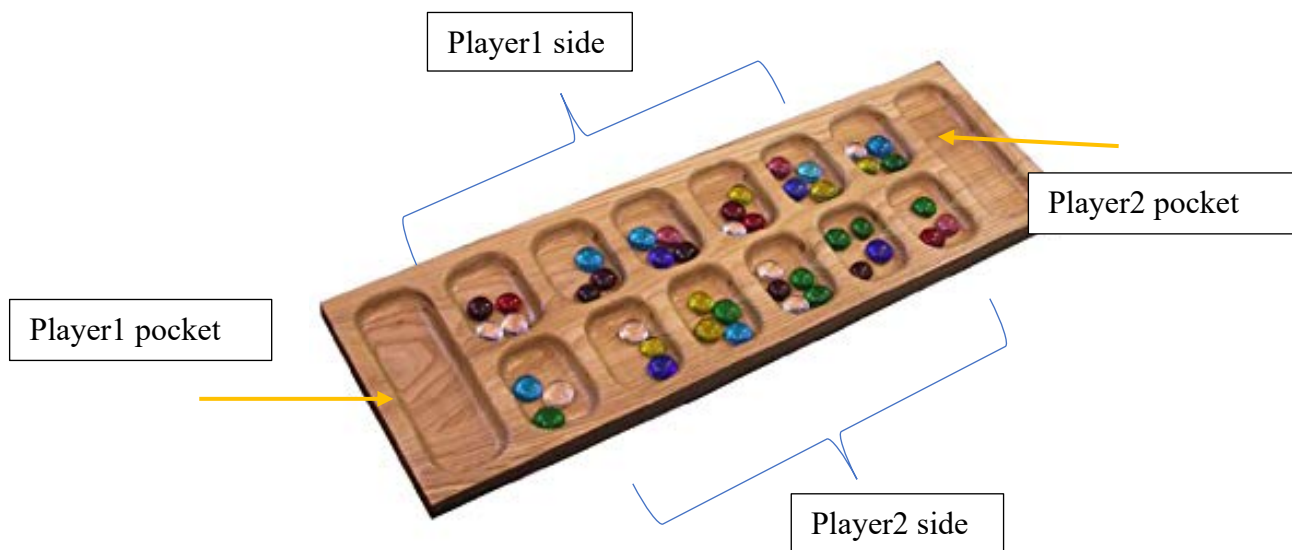


Final project : description  
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## Game number 2 : Mancala

Mancala is one of the most popular board game in the world, especially in Asia. Southern of Thailand called this game as ‘หมากหลุม’.



The objective of the game is to move the stone and keep it in the pocket as much as possible. At the end of the game Who get more stone on the pocket will be the winner.

The stone will keep moving in the counterclockwise direction until the last stone is place on the empty space.

If the stone is place exactly at the pocket you will get another free turn. After we know some of the basic rule of the game, on the next part I will give you more example of the game base on my program

## Part 2 : Sample output

```
-----
Let's play Mancala !!
-----
      [0]
(1) | [4]      [4] | (13)
(2) | [4]      [4] | (12)
(3) | [4]      [4] | (11)
(4) | [4]      [4] | (10)
(5) | [4]      [4] | (9)
(6) | [4]      [4] | (8)
      [0]
-----
Which slot (1,2,3,4,5) :
```

Player2 pocket

Player2 side

Player1 side

Player1 pocket

At the beginning of the game the program will ask us for user choice. On the first round I'm going to enter 3. So my expectation is number 3 will turn in to [0], number 4, 5, 6 will added by one and turn in to [5], Player one pocket will added by 1 and We got another free turn.

Here is the result

```
-----
Which slot (1,2,3,4,5) : 3
-----
      [0]
(1) | [4]      [4] | (13)
(2) | [4]      [4] | (12)
(3) | [0]      [4] | (11)
(4) | [5]      [4] | (10)
(5) | [5]      [4] | (9)
(6) | [5]      [4] | (8)
      [1]
-----
Current score
Player : 1
Com : 0
Which slot (1,2,3,4,5) :
```

Note : On the player1 turn, all of the stone will move in the board and pass the player1 pocket only! It not going to pass player2 pocket at all

And the game will over when there are no stone left in the board or each space have only one stone.

### Part 3 : General information

- Play = 200 bath / 1 round
- Win = 400 bath / 1 round

\*\*\* For checking my work

As we know that this game is take so long until the end of the programs.  
Therefore I create the checking test case for you. So it going to be easy to checking my work

Input :

3, 4, 9, 5, 6, 9, 12, 6, 10, 8, 6, 5, 9, 1, 11, 2, 13, 12, 6, 5, 6, 2, 8, 6, 4, 10, 13, 9, 5, 6, 8

Result

Player : 18

Computer: 21

Winner : Computer

If you enter exactly same as the hint box above, you will get a perfect result