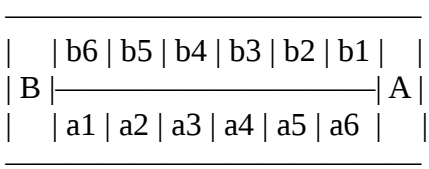
User scenario: Starting the application, naming players, first move and move ending in storage.

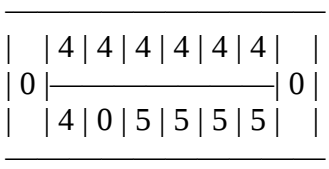


Alice, student and computer owner, is sitting next to Bob, also student. Alice has installed on computer an application named 'Mancala' and wants to play it. On the desktop she has a shortcut, that links to application 'Mancala'.

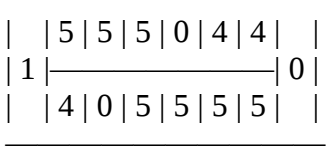
Alice clicks on the shortcut and 'Mancala' application opens in a smaller window. In initial window she sees empty Mancala gameboard with blank pits (see schema: a1-6 and b1-b6) and storages (see schema: A and B) and two buttons - one under the gameboard saying 'Start game' and another above the gameboard saying 'History'. Alice presses button 'Start game' and a pop-up box titled 'Insert player names' appears covering part of the gameboard. Pop-up box contains two fields for inserting text, titled 'First player' and 'Second player' and two buttons 'Okey' and 'Cancel'. She inserts her name on the first field, Bob's name on the second field and then presses 'Okey'.

Pop-up box dissappears and previous gameboard is filled by displaying number 4, respective amount of beans, written on each pit and number 0 on each storage. Above gameboard and under the 'History' button is now Bob's name and under the gameboard is Alice's name and no 'Start game' button. Alice's pits (on schema: a1-a6) are highlighted and she starts game by clicking on pit a2. Number 4 inside a2 pit changes to 0 and numbers in next pits a3, a4, a5 and a6 increase by 1. Alice's turn ends and Bob's pits (on schema: b1-b6) are highlighted. Bob clicks on pit b3 and number 4 inside b3 pit changes to 0 and numbers in next pits b4, b5, b6 and storage B increase by 1. As stated in rules, when last bean is placed inside the storage, Bob get's another turn. [...]

After Alice's turn:

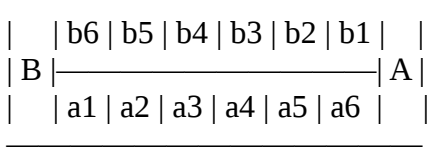


After Bob's first turn:

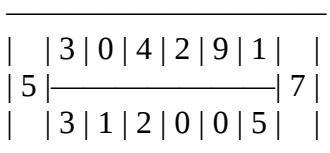


User scenario: Making move, that ends in empty space (collecting opposite player's beans)

Mancala board setting:

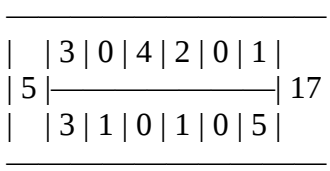


Alice, student and computer owner, is sitting next to Bob, also student. Alice has installed on computer a program named 'Mancala' and wants to play it. On the desktop she has open a smaller 'Mancala' application window. Alice's pits are a1-a6 and storage A, Bob's pits are b1-b6 and storage B. Bob and Alice have played the game for couple of turns and current state on the gameboard is following:



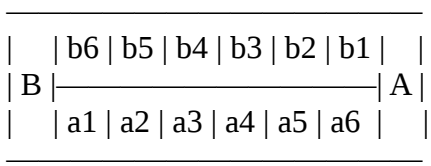
It's Alices turn and she clicks on pit a3 and number 2 inside pit a3 changes to 0 and numbers in next pits a4 and a5 increase by 1. As stated in rules, when last of your placed beans end in empty pit on your side, you also collect beans from opposite players' corresponding pit. Thanks to that Alices' storage number increases by 9 for opponent beans and by 1 for her own beans, totalling in 16. Number in pit a5 changes to 0. After that Alice's turn ends and buttons for Bob are highlighted.

State of the gameboard after Alice's turn:

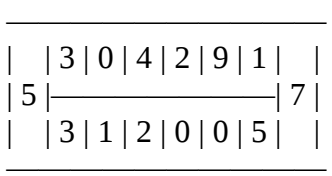


User scenario: Choosing wrong pit

Mancala board setting:



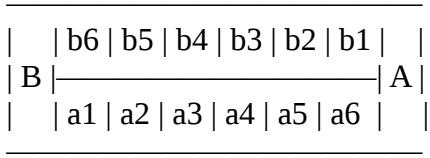
Alice, student and computer owner, is sitting next to Bob, also student. Alice has installed on computer a program named 'Mancala' and wants to play it. On the desktop she has open a smaller 'Mancala' application window. Alice's pits are a1-a6 and storage A, Bob's pits are b1-b6 and storage B. Bob and Alice have played the game for couple of turns and current state on the gameboard is following:



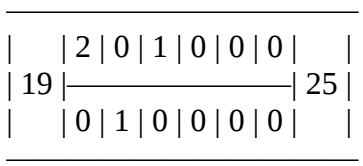
It's Alices turn and she clicks on pit b2. Pop-up box on top of the gameboard is diplayed saying 'You can't choose opposite players' pits'. It has button 'Okey' and when Alice clicks it, box disappears and Alice continues playing by clicking on pit a1.

User scenario: End of the game and starting new game with same players

Mancala board setting:



Alice, student and computer owner, is sitting next to Bob, also student. Alice has installed on computer a program named 'Mancala' and wants to play it. On the desktop she has open a smaller 'Mancala' application window. Alice's pits are a1-a6 and storage A, Bob's pits are b1-b6 and storage B. Bob and Alice have played the game for couple of turns and current state on the gameboard is following:



It's Alices turn and she clicks on pit a2 and number 1 inside pit a2 changes to 0 and number in next pit a3 increase by 1. As stated in rules, when last of your placed beans end in empty pit on your side, you also collect beans from opposite players' corresponding pit. Thanks to that Alices' storage number increases by 1 for opponent beans and by 1 for her own beans, totalling in 27. Number in pit a3 changes to 0. Pop-up box appears on top of the game board, saying 'Congratulations. Alice has won the game with 27 points. Bob got 19 points. If you want to play another game with same players, click 'Play again".

Alice clicks 'Play again' button and previous gameboard is filled by displaying number 4, respective amount of beans, written on each pit and number 0 on each storage. Above gameboard and under the 'History' button is now Bob's name and under the gameboard is Alice's name and no 'Start game' button. Alice's pits (on schema: a1-a6) are highlighted and she starts game by clicking on pit a2.