

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

Mancala board setting:

		b6		b5		b4		b3		b2		b1		
	B												A	
		a1		a2		a3		a4		a5		a6		

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

Alice clicks on the shortcut and 'Mancala' application opens in a smaller window. In the initial window she sees the empty Mancala gameboard with blank pits (see schema: a1-6 and b1-b6) and storages (see schema: A and B), a status line and a Menu with three items: 'New Game', 'History' and 'Exit'.

Alice selects 'Start game' and a pop-up box titled 'Insert player names' appears. The pop-up box contains two fields for inserting text, titled 'First player' and 'Second player' and two buttons 'Start new game' and 'Cancel'. She inserts her name on the first field, Bob's name on the second field and then presses 'Start new game'.

The pop-up box disappears and the gameboard is filled by displaying number 4, respective amount of seeds, written on each pit and number 0 on each storage. Above gameboard is now Bob's name and under the gameboard is Alice's name. Alice's does a move 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 is over and Bob clicks on pit b3. '4' inside pit b3 changes to 0 and numbers in next pits b4, b5, b6 and storage B increase by 1. As stated in rules, when last seed is placed inside the storage, Bob get's another turn. [...]

After Alice's turn:

		4		4		4		4		4			
	0												0
		4		0		5		5		5			

After Bob's first turn:

		5		5		5		0		4		4		
	1												0	
		4		0		5		5		5		5		

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

Mancala board setting:

		b6		b5		b4		b3		b2		b1		
	B												A	
		a1		a2		a3		a4		a5		a6		

Alice, student and computer owner, is sitting next to Bob, also student. They are currently playing 'Mancala'. Alice's pits are a1-a6 and her storage is A, Bob's pits are b1-b6 and her storage is B. Bob and Alice have played the game for a couple of turns and the current state on the gameboard is the following:

		3		0		4		2		9		1		
	5												7	
		3		1		2		0		0		5		

It is Alice's turn and she clicks on pit a3. '2' inside pit a3 changes to 0 and numbers in the following pits a4 and a5 increase by 1. As stated in rules, when the last of your placed seeds ends in an empty pit on your own side, you also collect the seeds from the other players' corresponding opposite pit. Thanks to that Alices' storage number increases by 9 for her opponent's seeds and by 1 for her own seeds, totaling in 16. The number in pit a5 changes to 0. Now it is Bob's turn.

State of the gameboard after Alice's turn:

		3		0		4		2		0		1		
	5												17	
		3		1		0		1		0		5		

User scenario: Choosing wrong pit

Mancala board setting:

		b6	b5	b4	b3	b2	b1		
B									A
		a1	a2	a3	a4	a5	a6		

Alice, student and computer owner, is sitting next to Bob, also student. They are currently playing 'Mancala'. 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 a couple of turns and the current state on the gameboard is the following:

		3	0	4	2	9	1		
5									7
		3	1	2	0	0	5		

It's Alice's turn and she clicks on pit b2. A pop-up box is displayed saying 'You can't choose the opposite players' pits'. It has button 'Okay' 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:

		b6		b5		b4		b3		b2		b1		
	B													A
		a1		a2		a3		a4		a5		a6		

Alice, student and computer owner, is sitting next to Bob, also student. They are currently playing 'Mancala'. 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 a couple of turns and the current state on the gameboard is the following:

		2		0		1		0		0		0		
	19													25
		0		1		0		0		0		0		

It's Alice's turn and she clicks on pit a2. '1' inside pit a2 changes to 0 and the number in the next pit a3 increases by 1. As stated in rules, when the last of your placed seeds ends in an empty pit on your side, you also collect the seeds from the opposite players' corresponding pit. Thanks to that Alice's storage number increases by 1 for the opponent's seed and by 1 for her own seed, totaling 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 the 'Play again' button and the gameboard is filled by displaying number 4, respective amount of seeds, written on each pit and number 0 on each storage. Alice starts the game by clicking on pit a2.