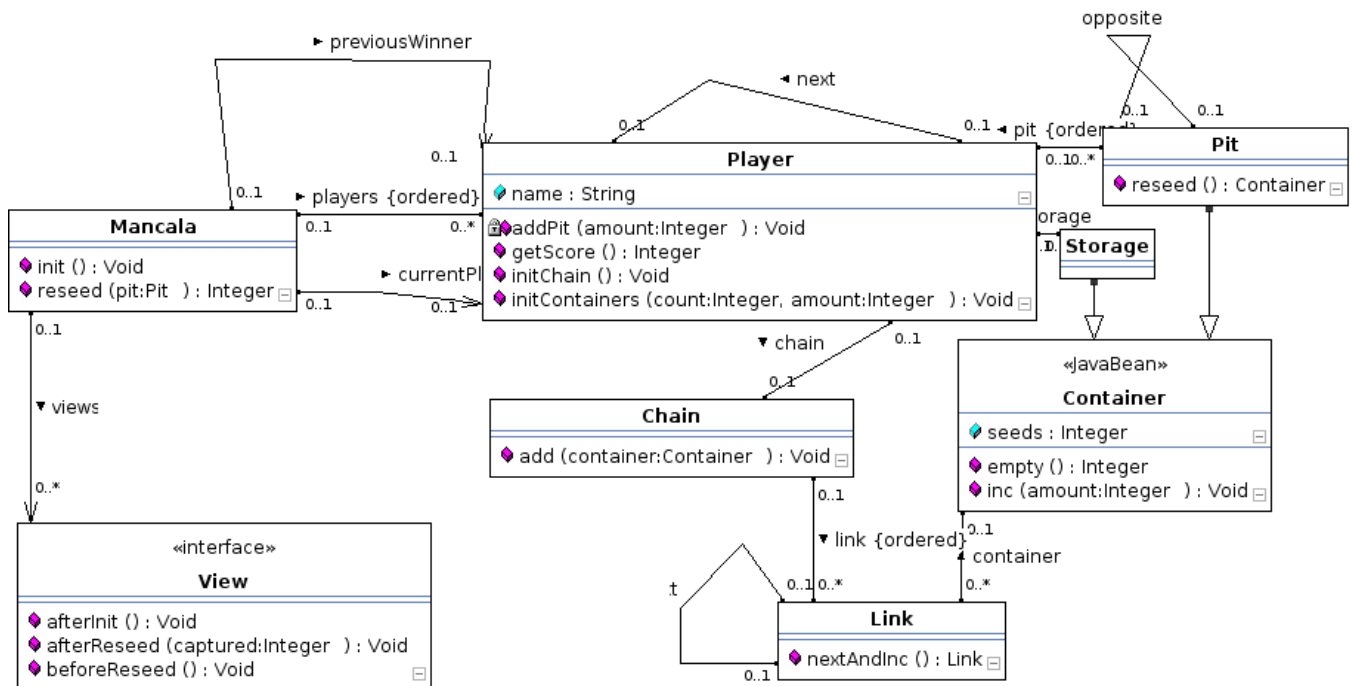


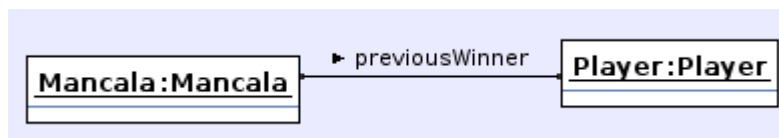
Diagrams

1. Class Diagram:

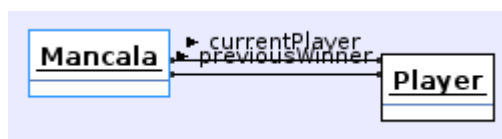


2. User Story 2

Pre-condition:

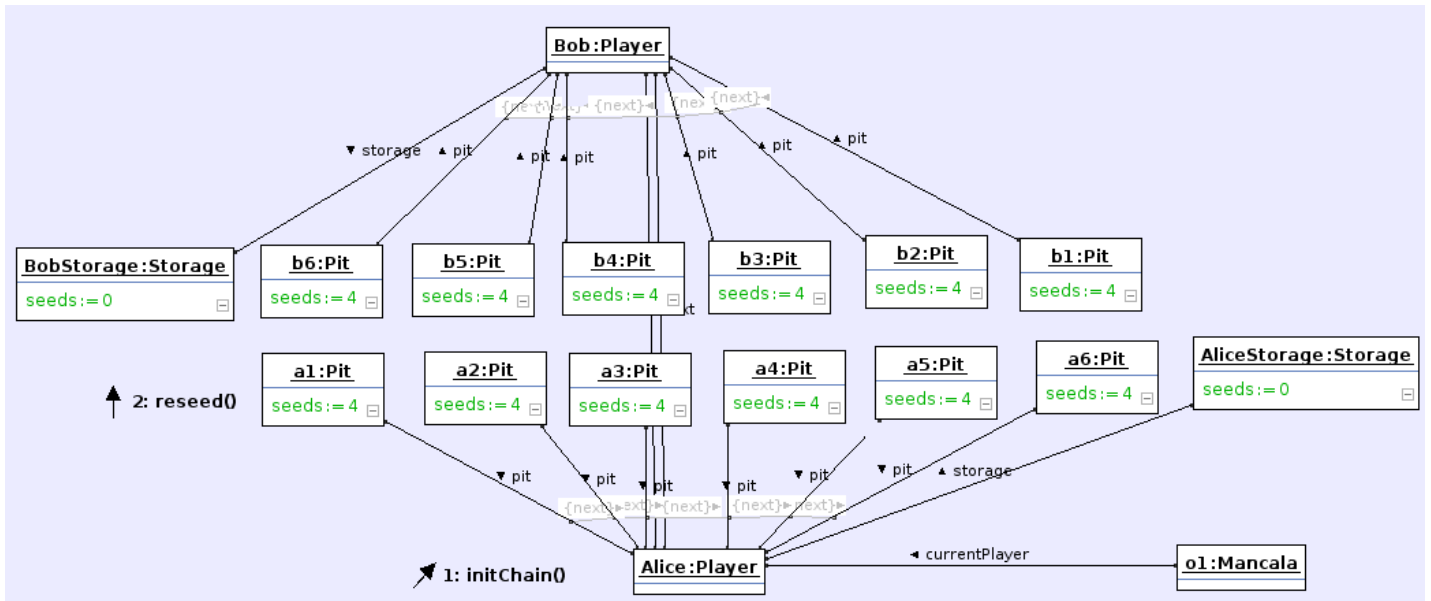


Post-condition:

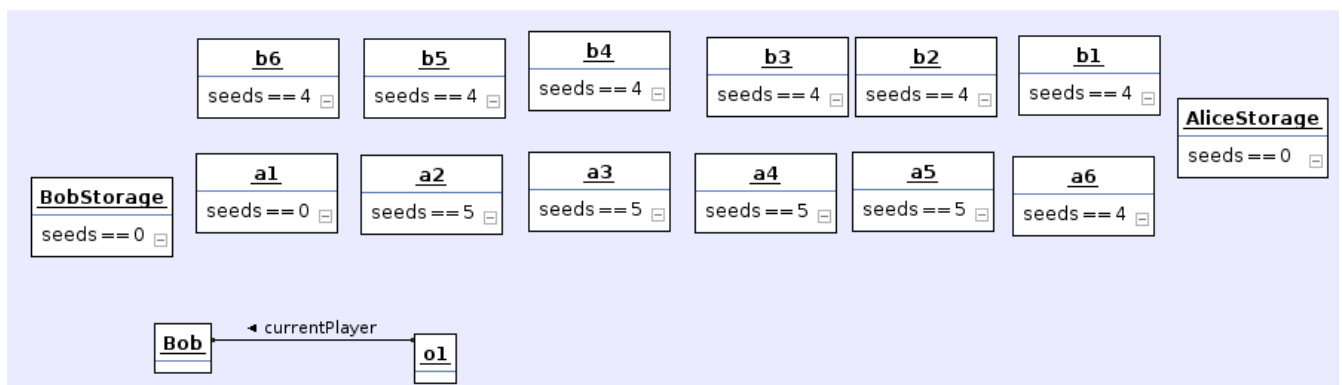


3. User Story 3

Pre-condition:

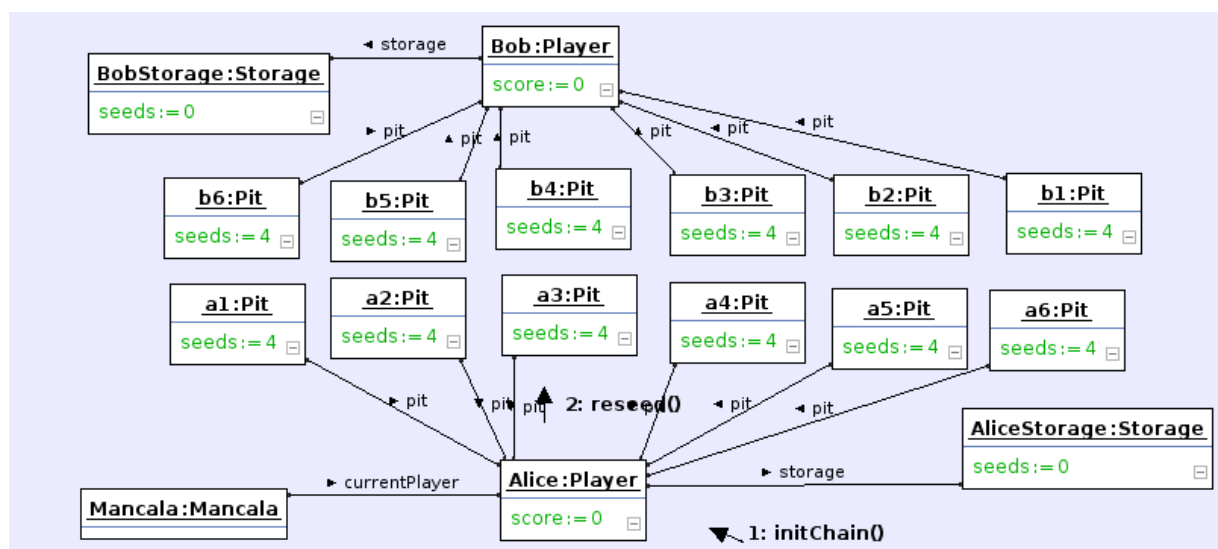


Post-condition:

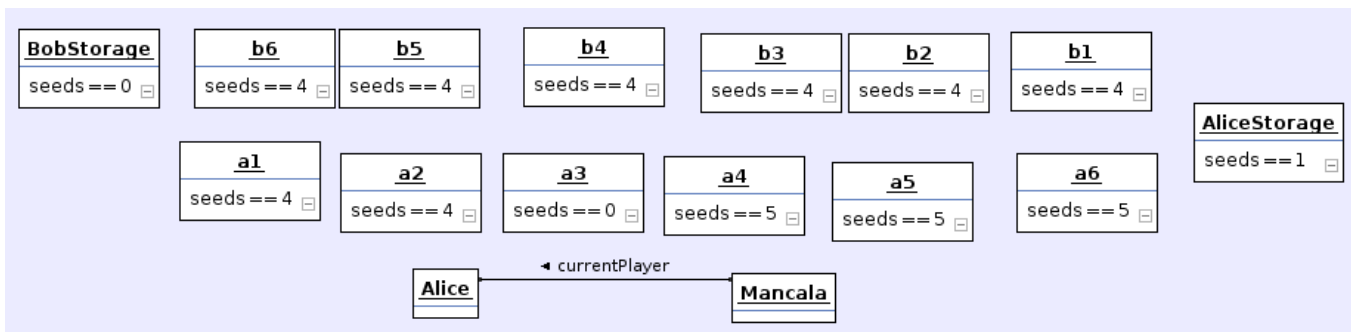


4. User Story 4:

Pre-condition:

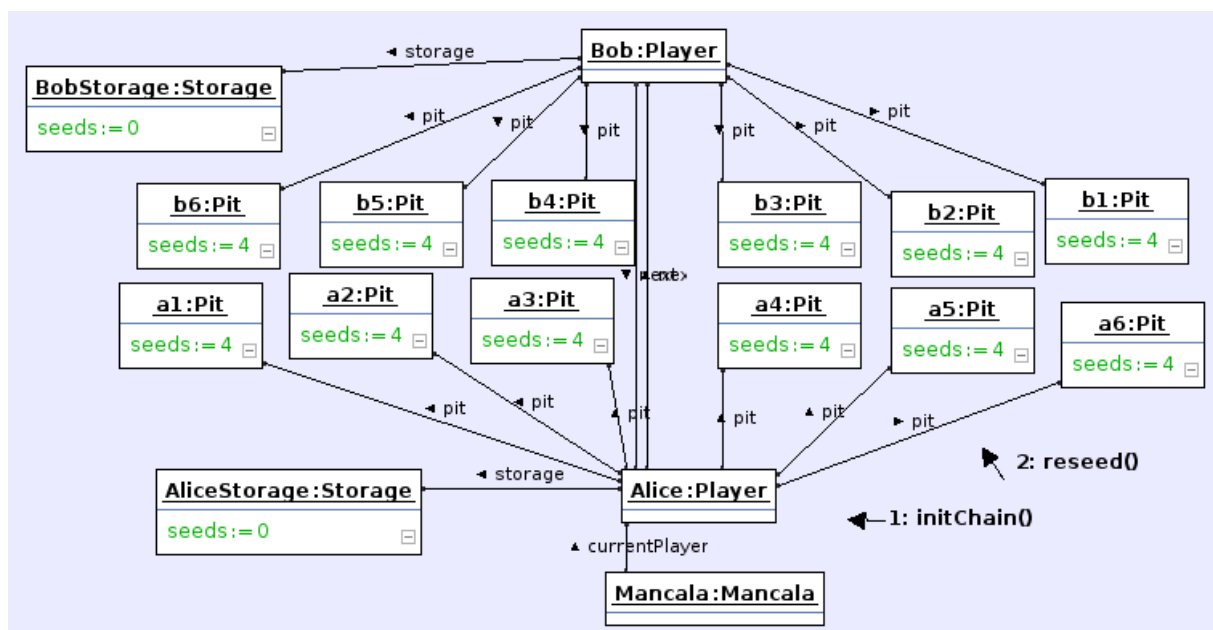


Post-condition:

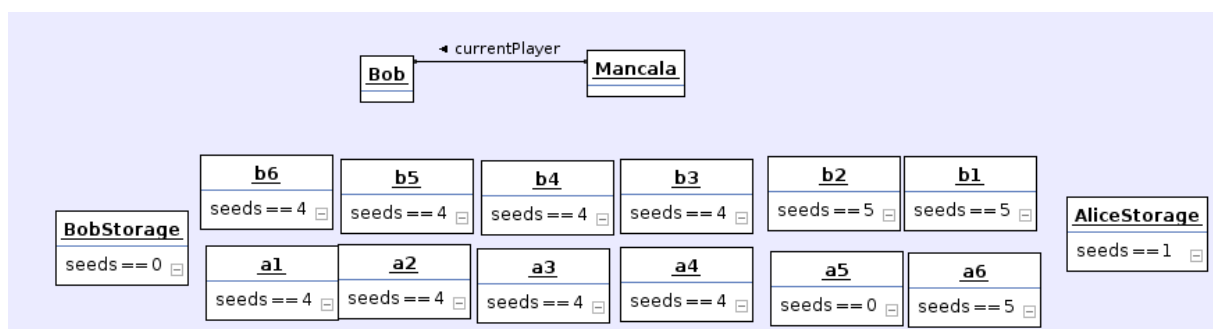


5. User Story 5

Pre-condition:

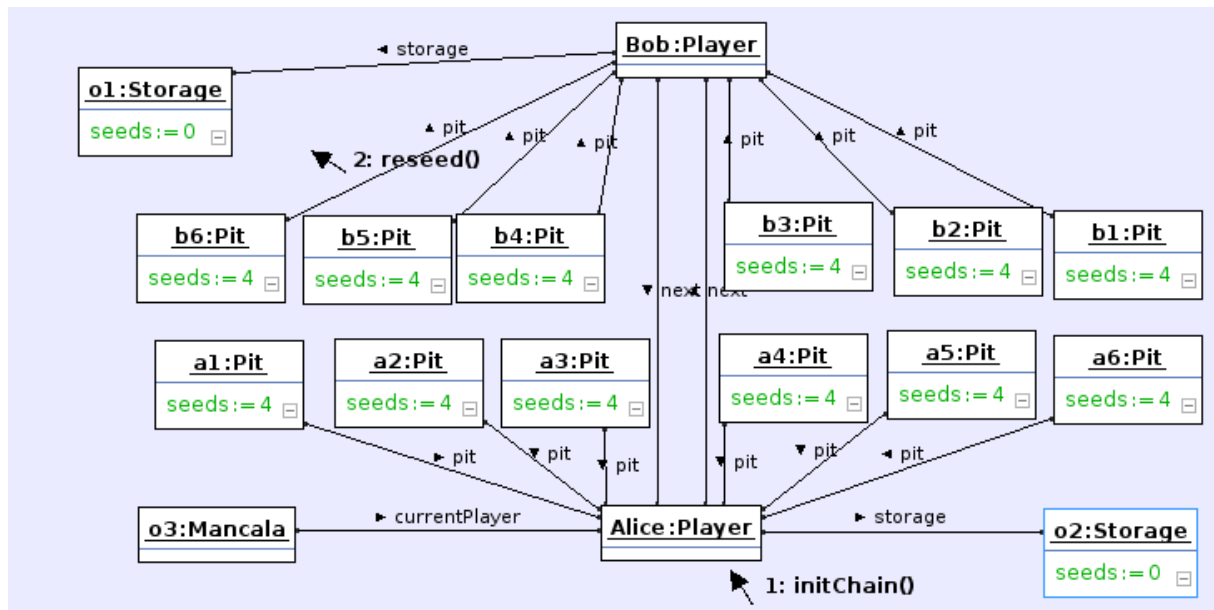


Post-condition:

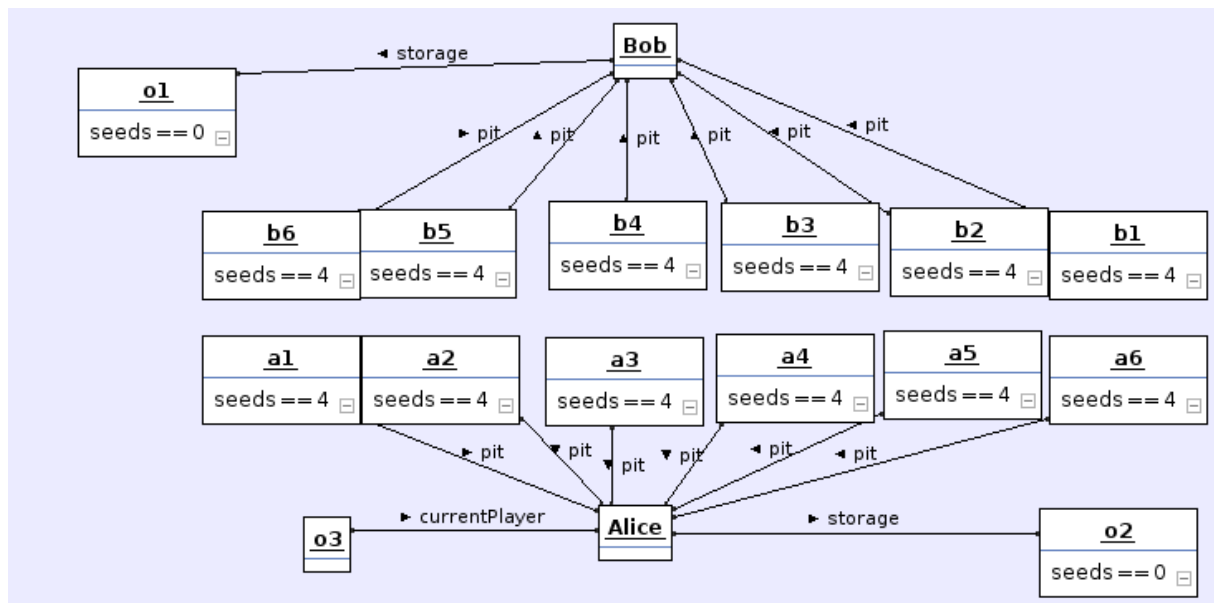


6. User Story 6

Pre-condition:

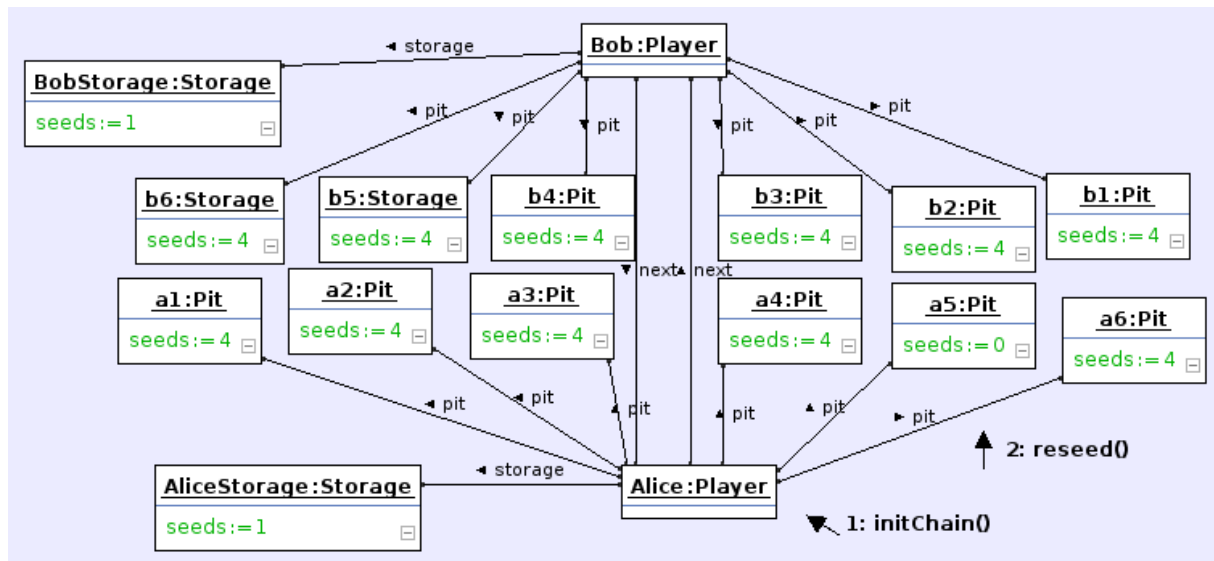


Post-condition:

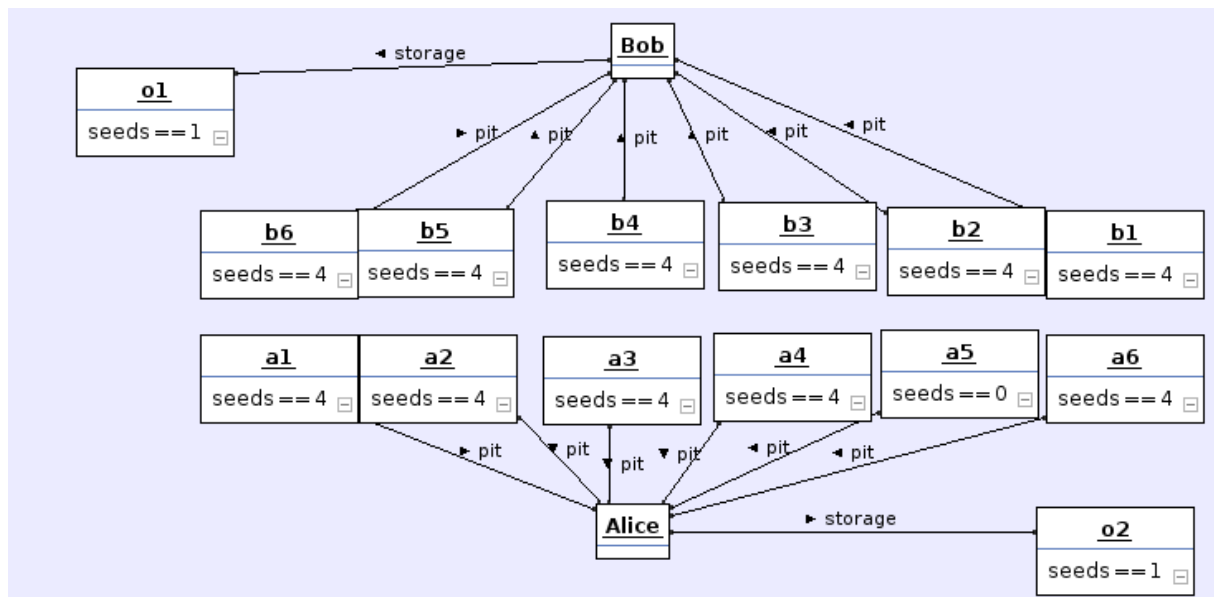


7. User Story 7

Pre-condition:

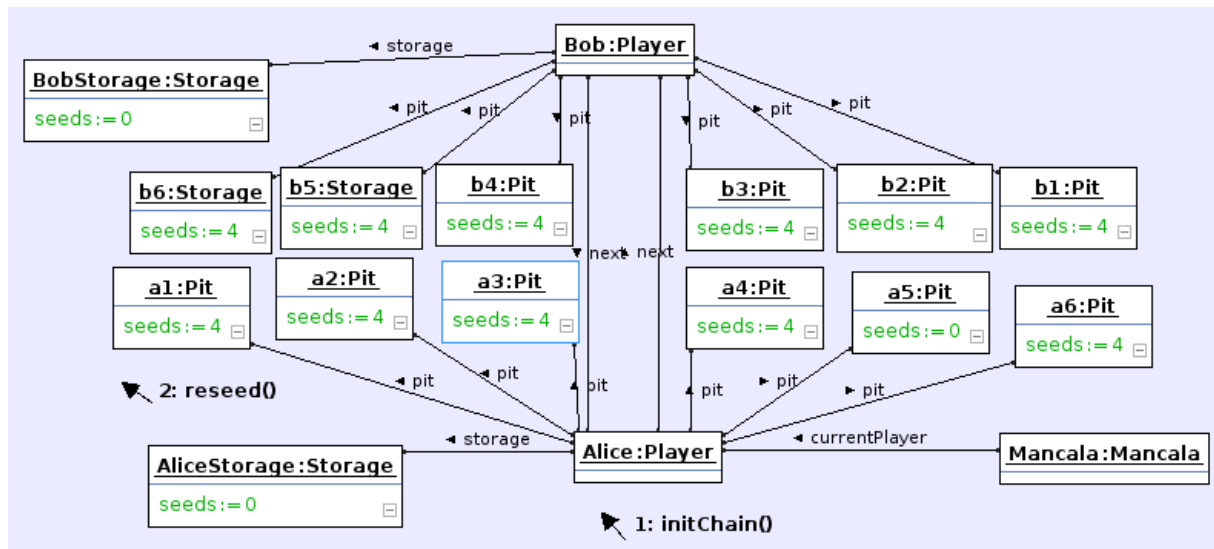


Post-condition:

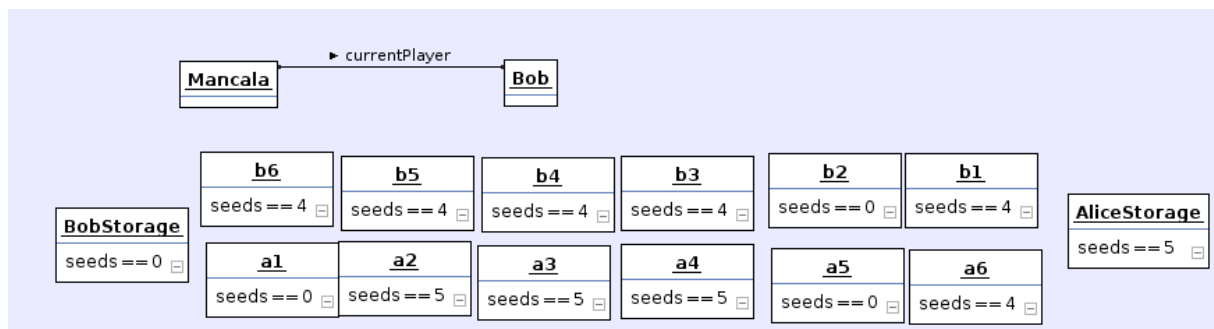


8. User Story 9:

Pre-condition:

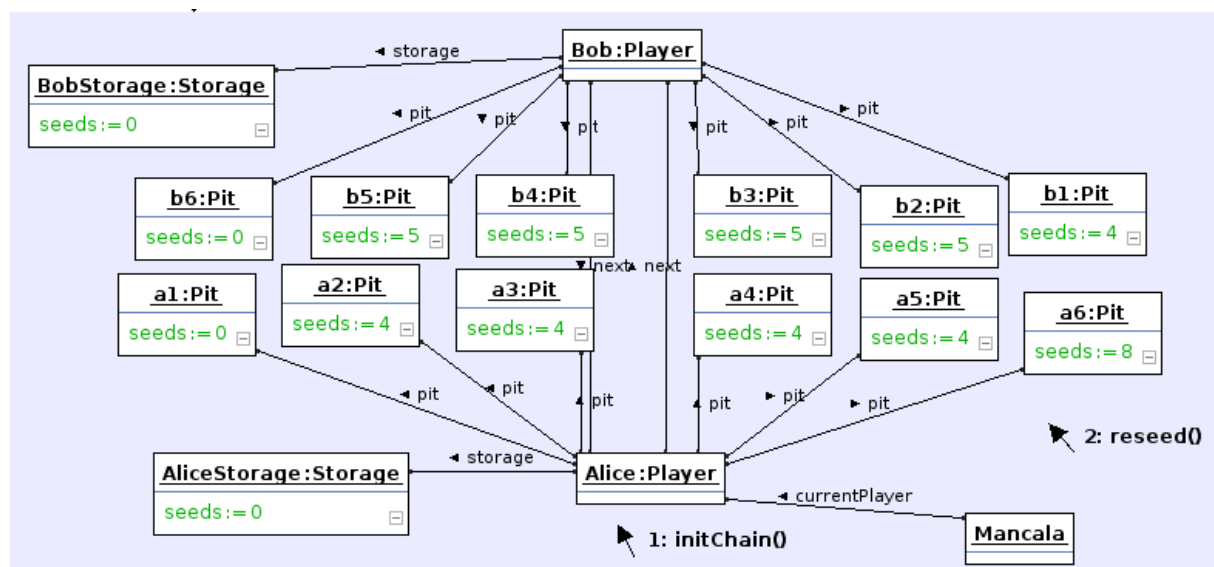


Post-condition:

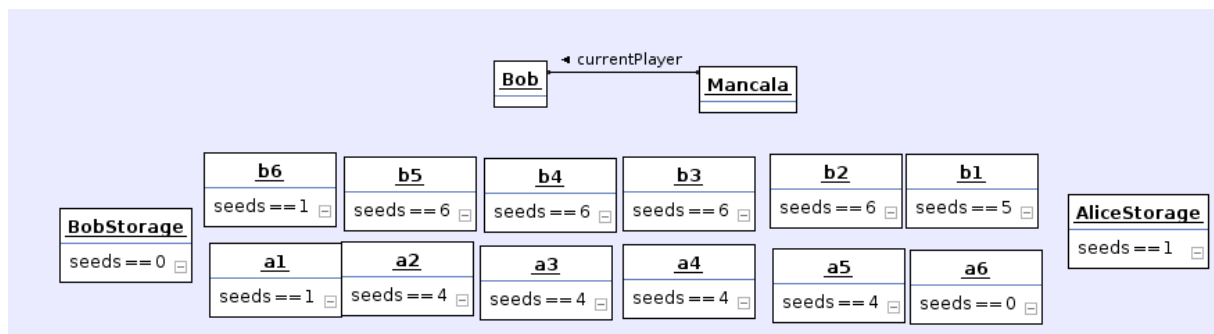


9. User Story 10

Pre-condition:

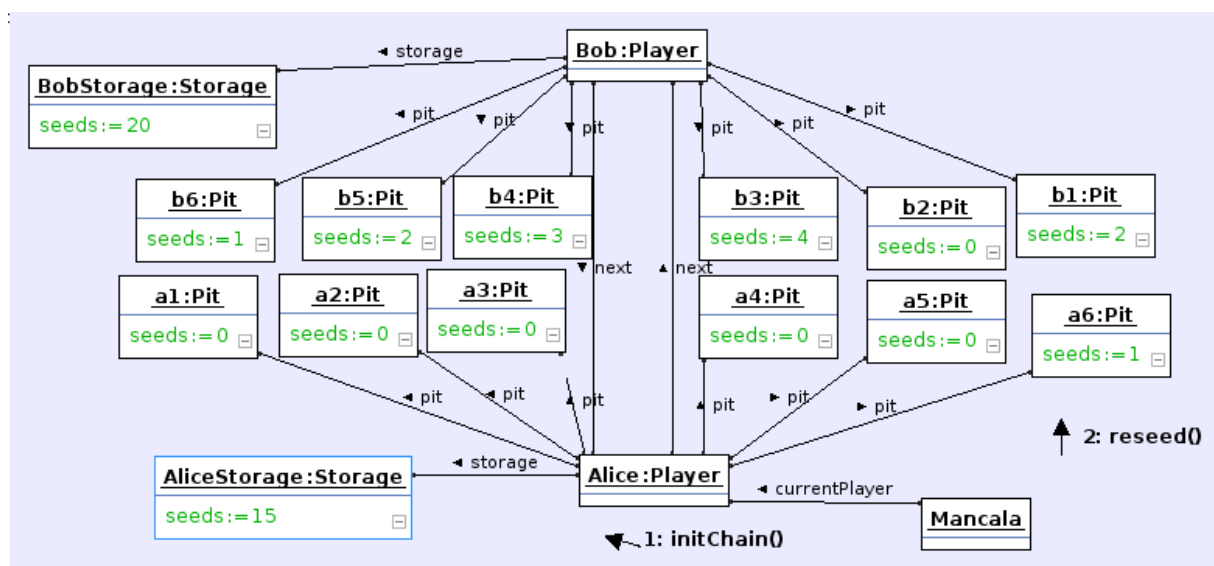


Post-condition:

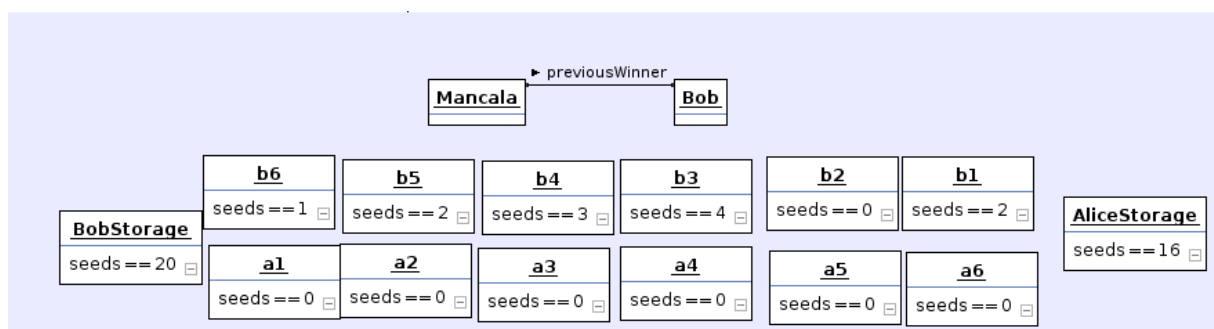


10. User Story 11

Pre-condition:

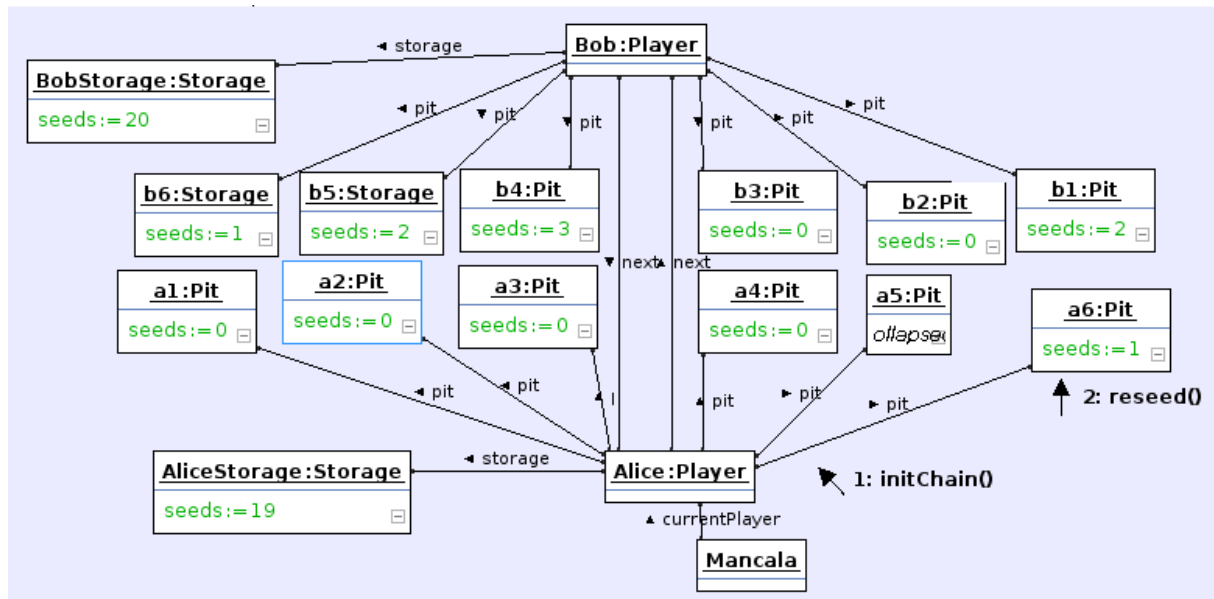


Post-condition:

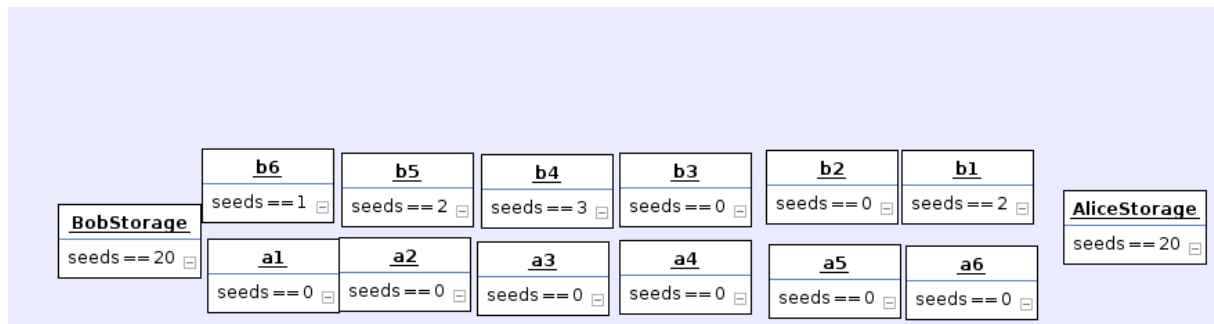


11. User Story 12

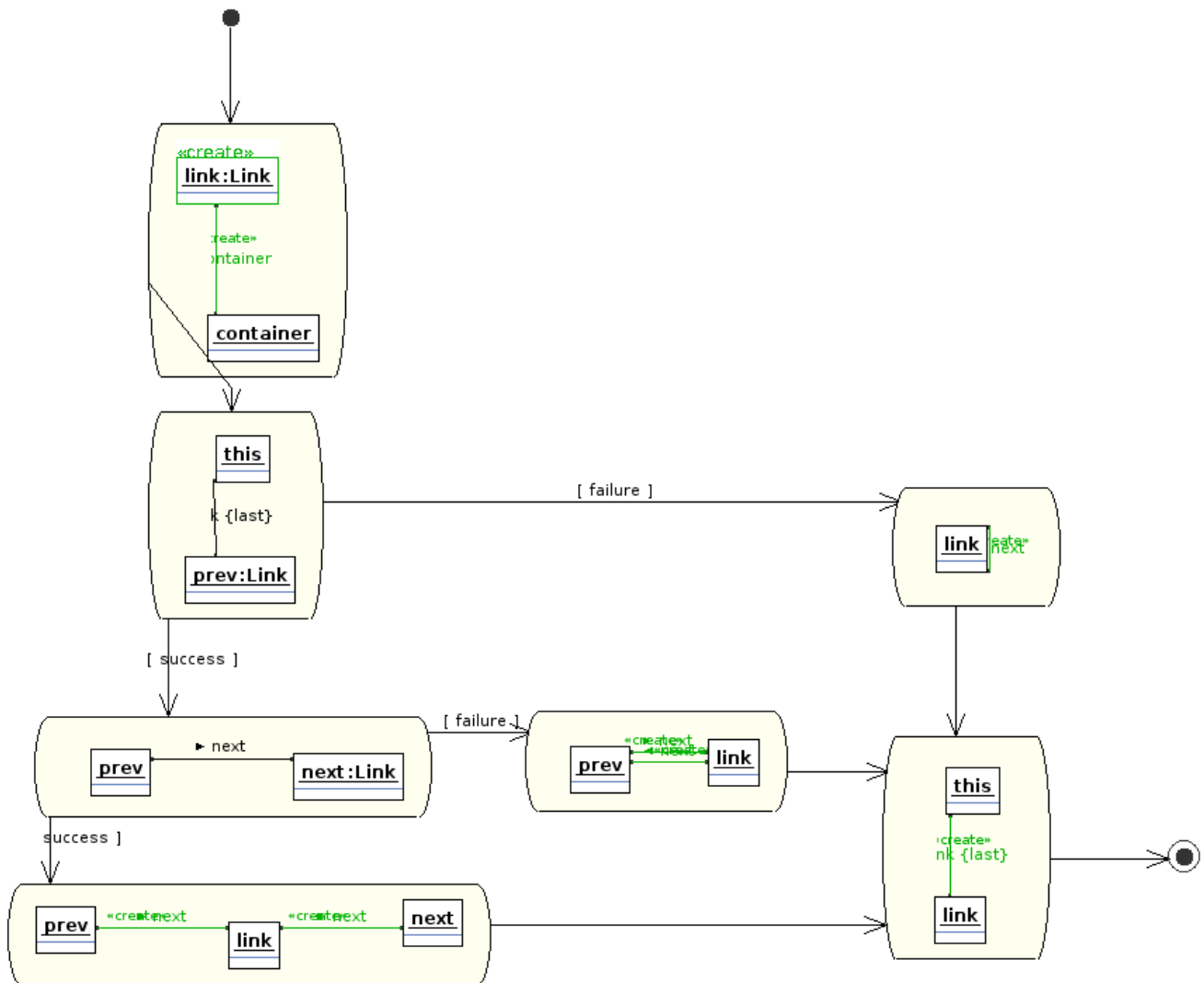
Pre-condition:



Post-condition:

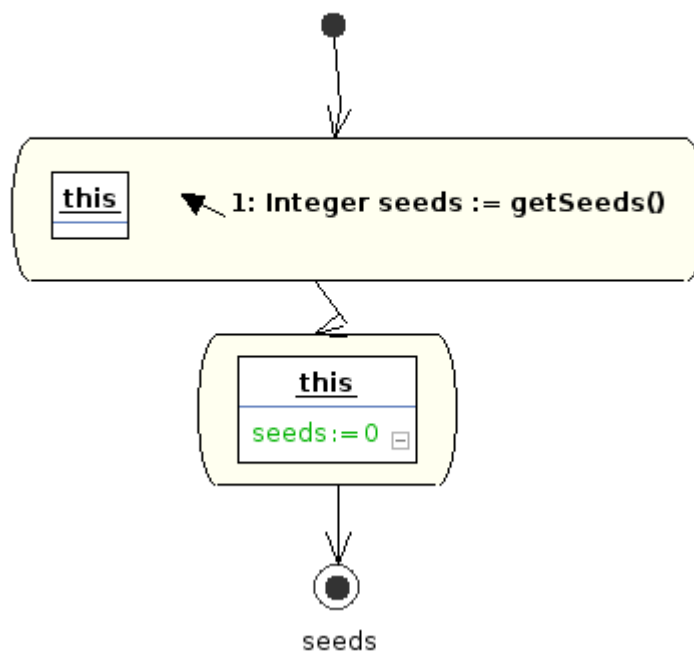


12. Chain

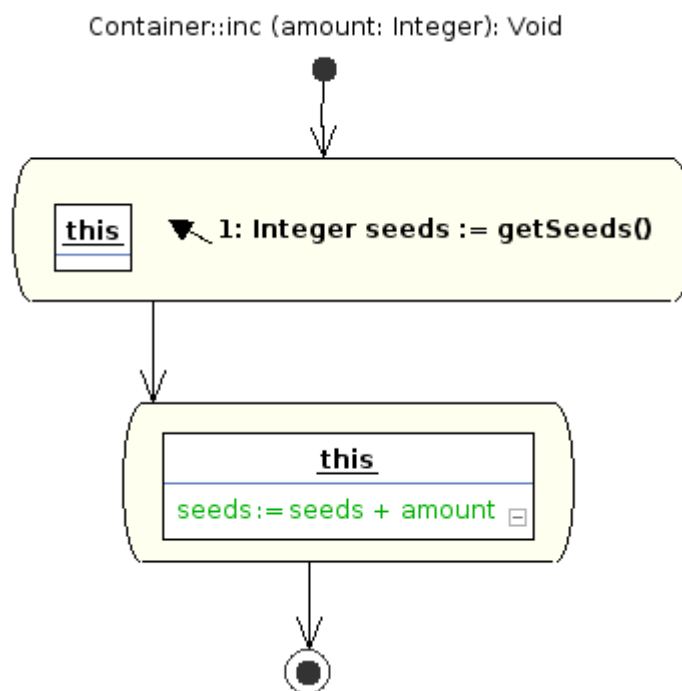


13. Container which is for empty

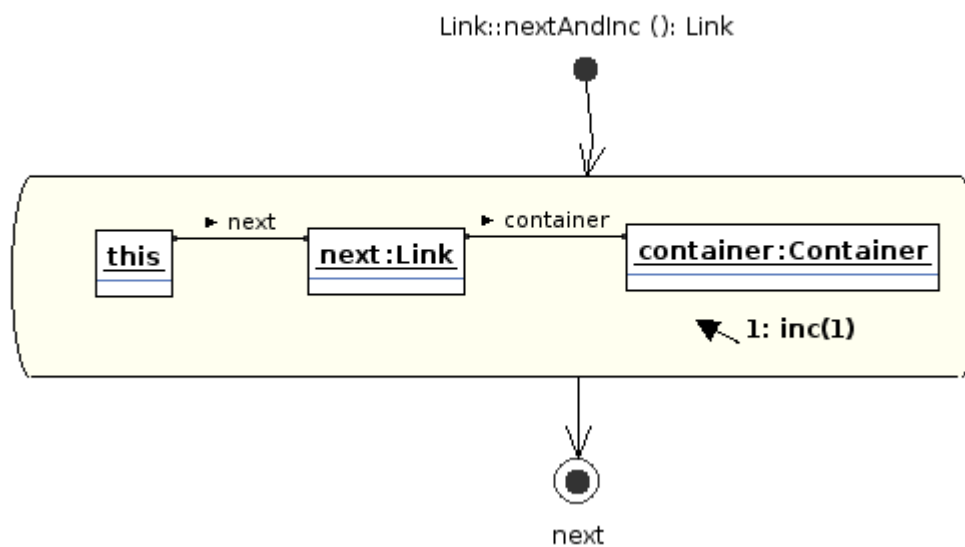
Container::empty (): Integer



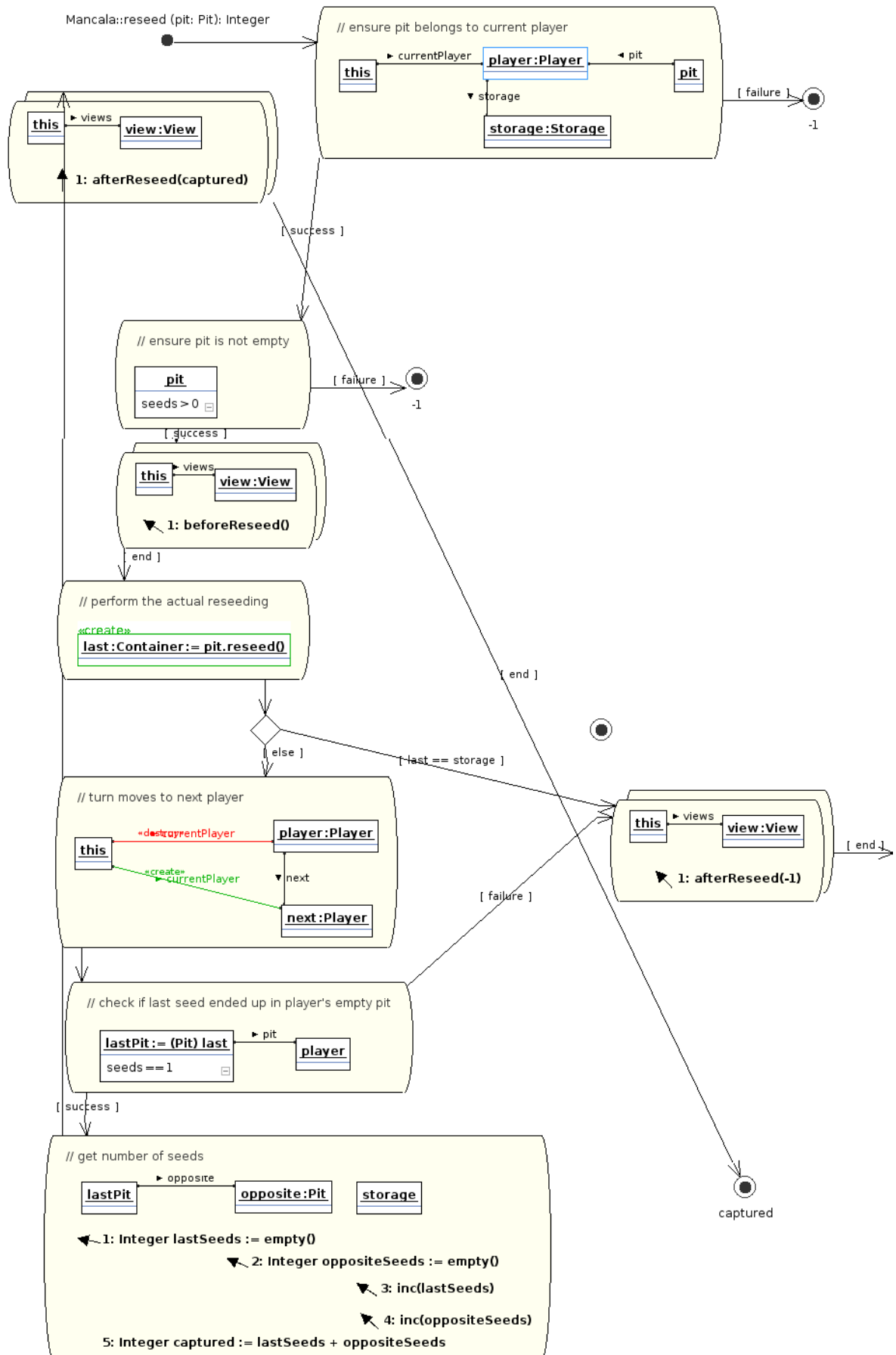
14. Container which is increased by seeds



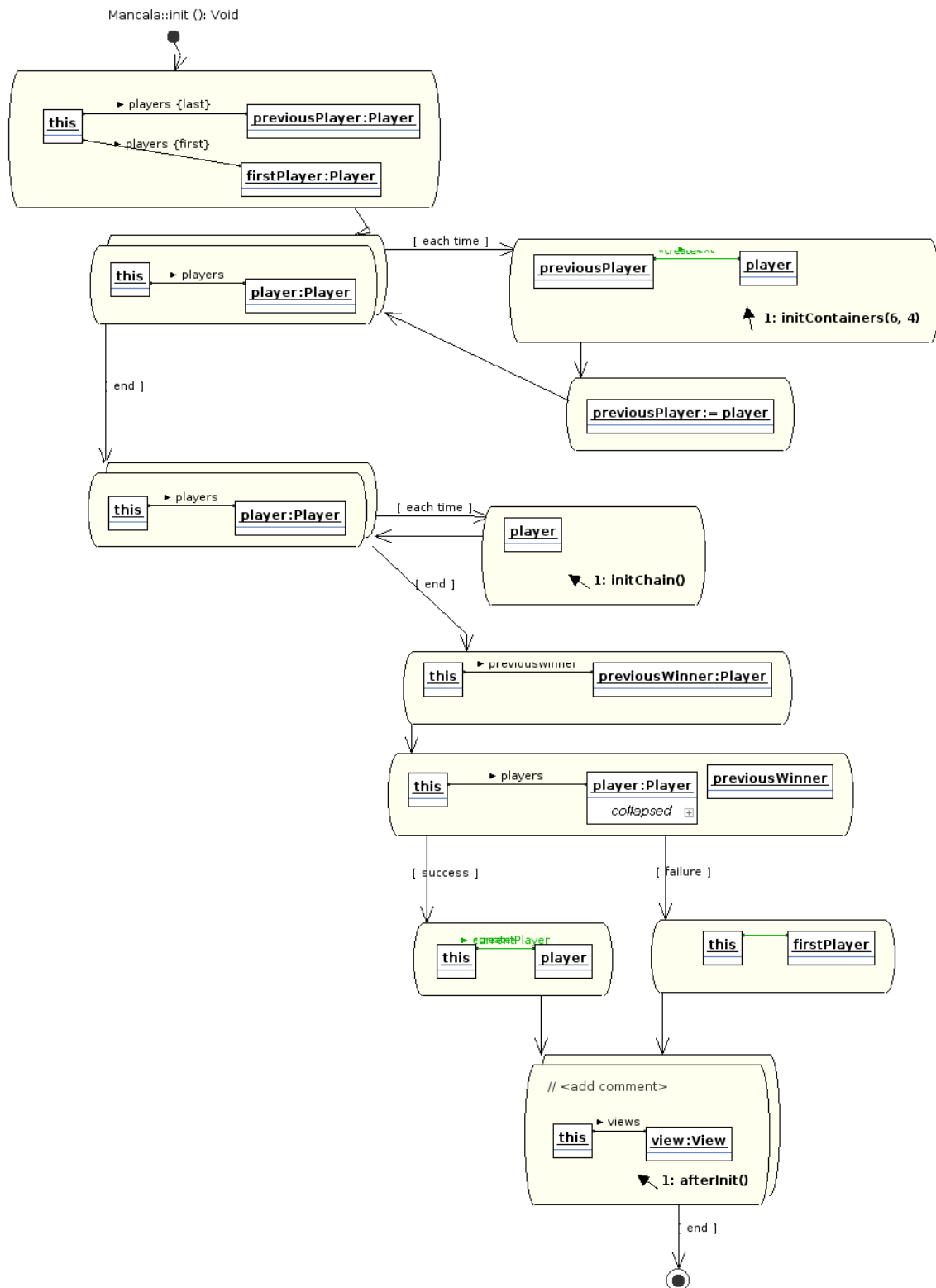
15.Link which is on the next position



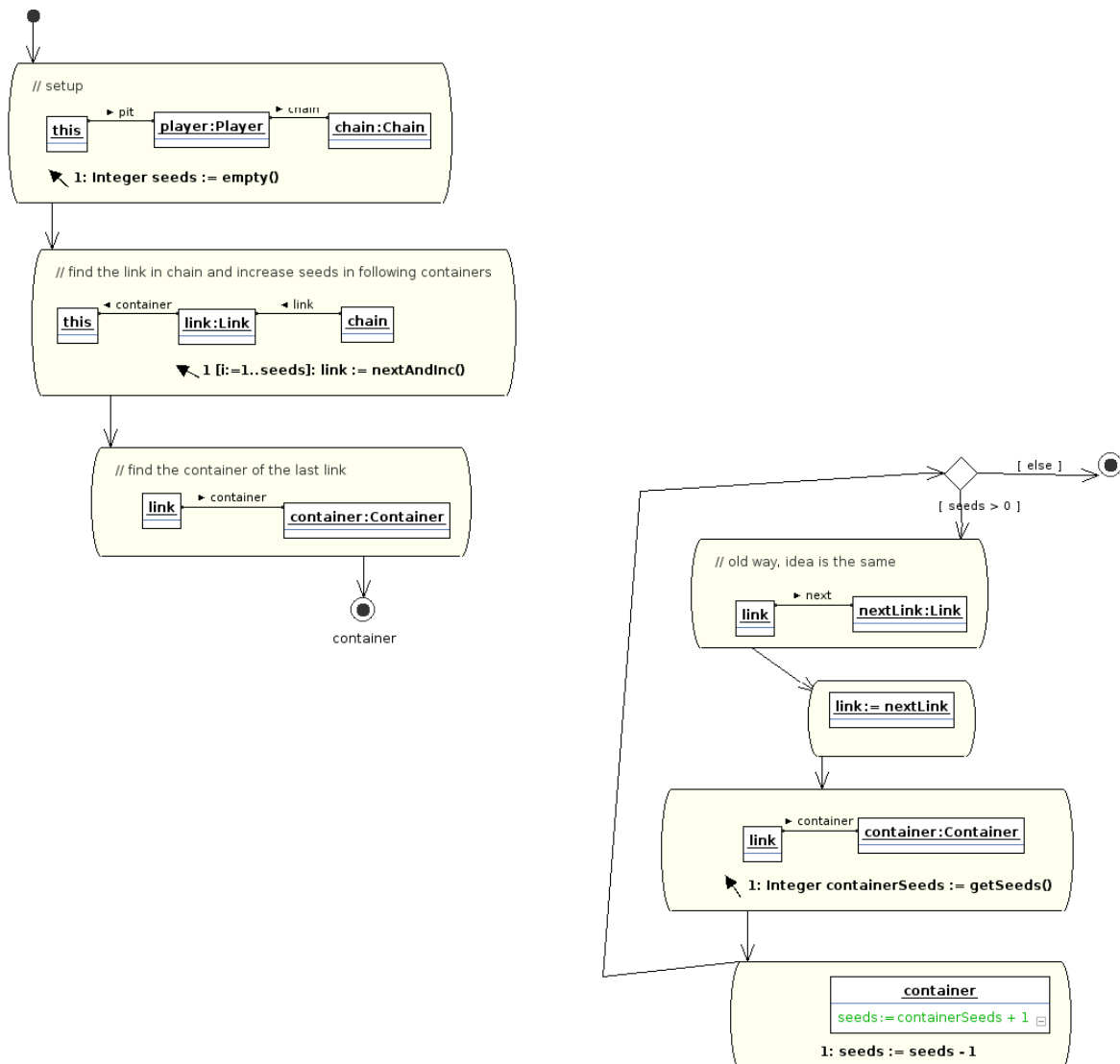
16. Reseeding from Mancala



17. Initial for Mancala

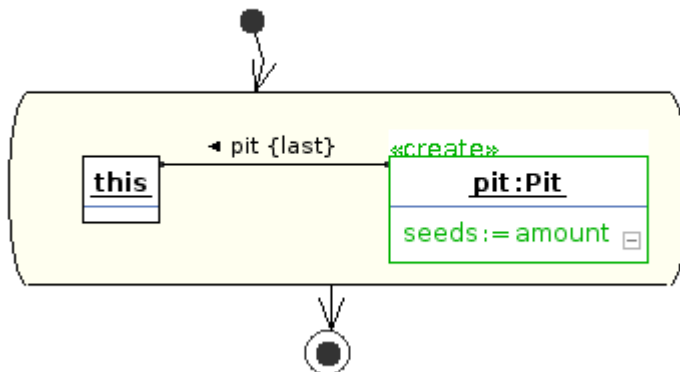


18. Reseeding from Pits

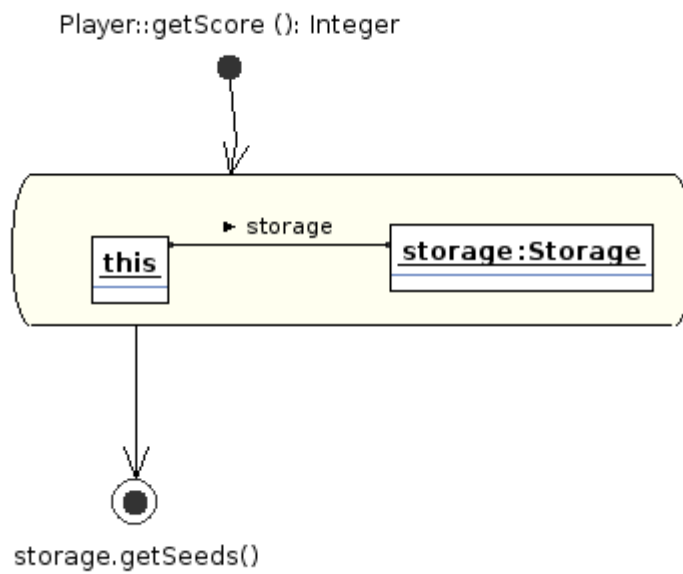


19. Adding pit for the player

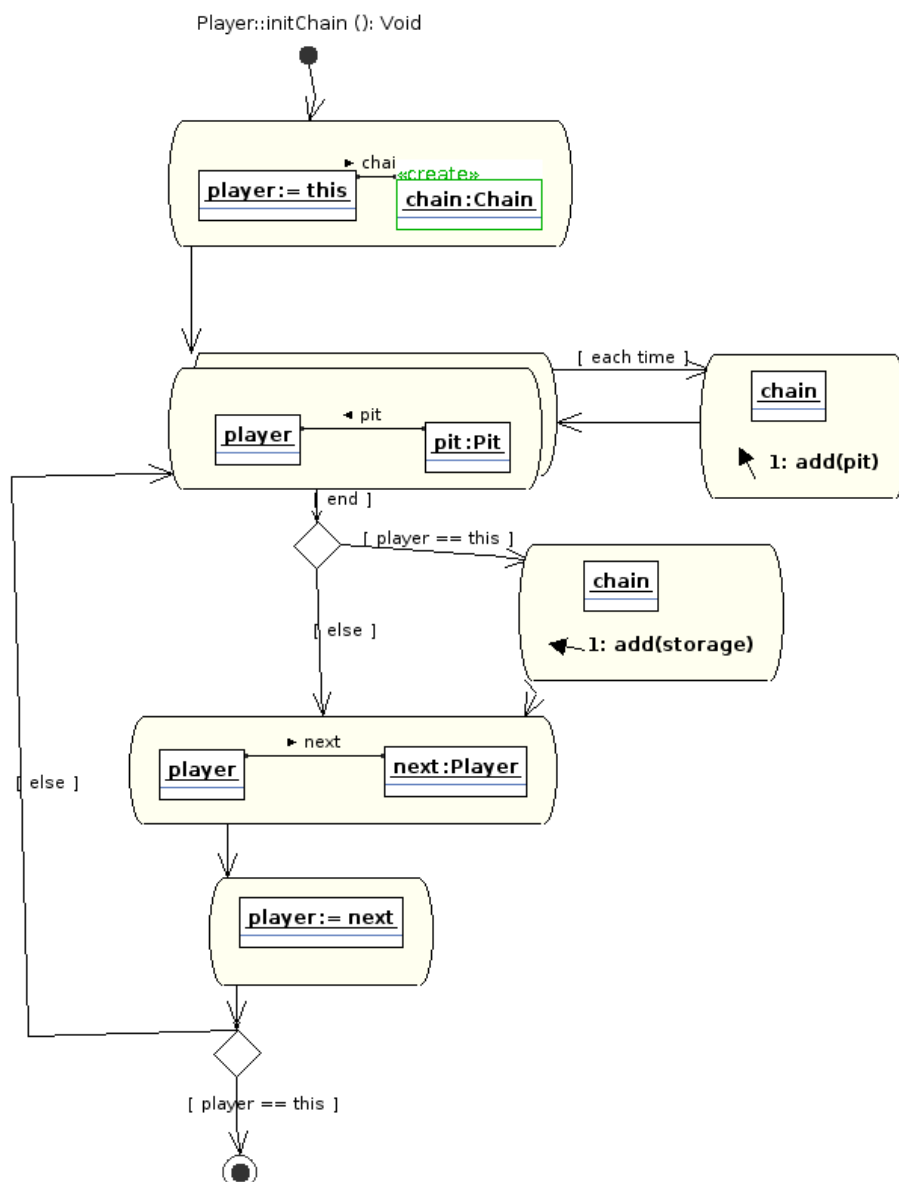
Player::addPit (amount: Integer): Void



20. Getting score from the player



21. Initial chain for the player



22. Initial container for the player

Player::initContainers (count: Integer, amount: Integer): Void

