

terms

During development we noticed that it is important to have the same understanding of words and things. We created this document to share our conventions.

Mancala

- the game, consisting of a board with two large fields at the ends and in between six smaller fields on each side

Pit

- the field of which belong six to each player
- contains seeds

Store

- the field at the end of the game board
- each player has one store
- holds a player's score

Seed

- the small things moved around the game board in real life
- modeled by numbers in our implementation
 - a change of a number on the game board represents the number of seeds that have been added or taken away