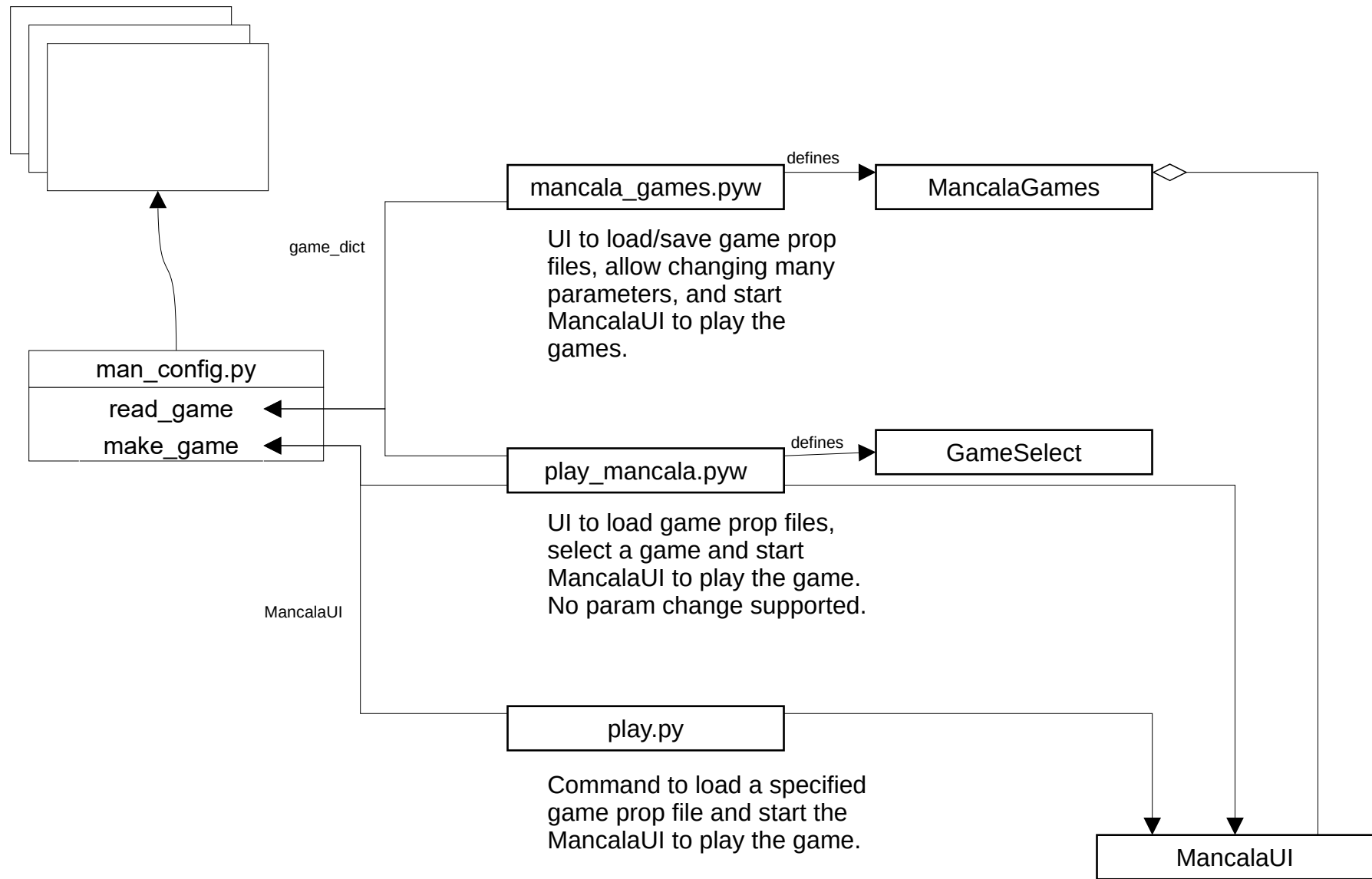
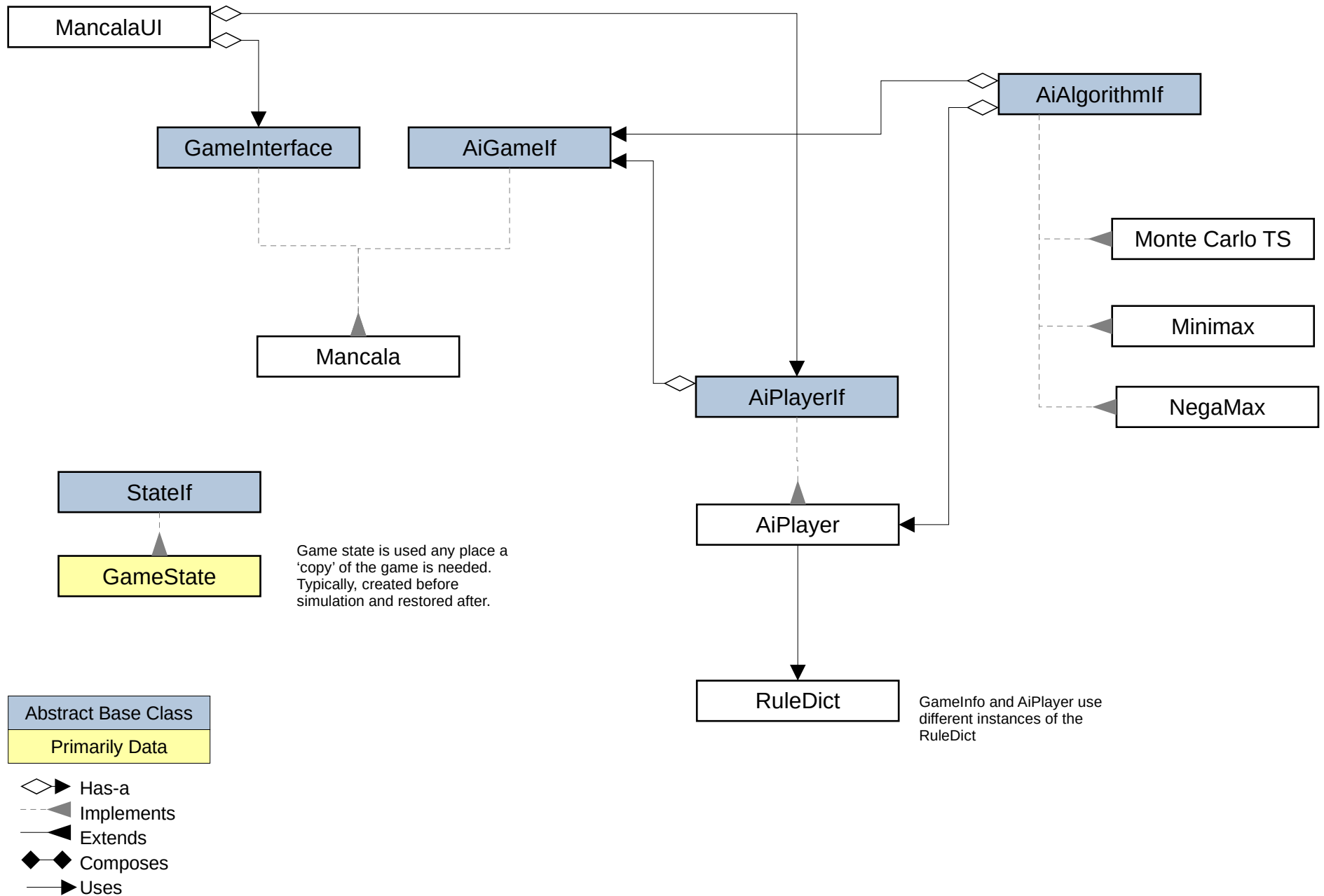


Mancala Games

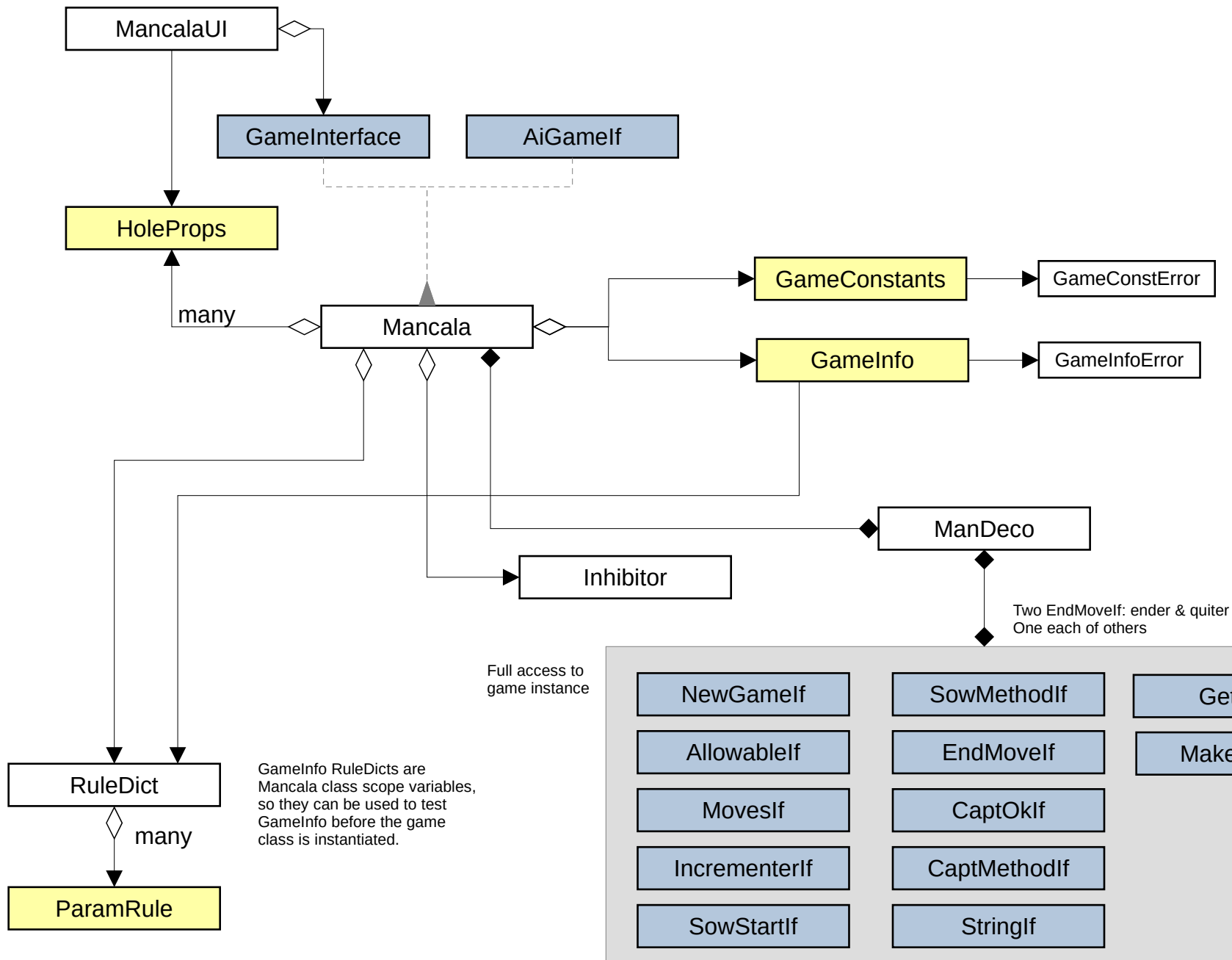
Game Property Files



Mancala UI, Mancala & AI Classes



Mancala Classes



Decorator Usage

Mancala Move Steps

Mancala Methods (mancala.py)		Step Number	Description	Decorator(s)
move		1	Execute pass	
	do_sow	2	Start Sow (parse move, first hole, seeds)	sow_start
		3	Get Direction (CW or CCW)	get_direction, make_child
		4	Sow – drop seeds	sower & incrementer
	capture_seeds	5	Capture Seeds	capt_ok, capturer & incrementer, make_child
	win_conditions	6	Win Condition – is game over	ender

Decorator Calls (non-move)

Interface	Method (mancala.py)	Decorator
GameInterface	new_game	new_game
GameInterface	end_game	quitter
GameInterface	get_allowable_holes	allowables
AIGameIf	get_moves	get_moves
not applicable	__str__	get_string