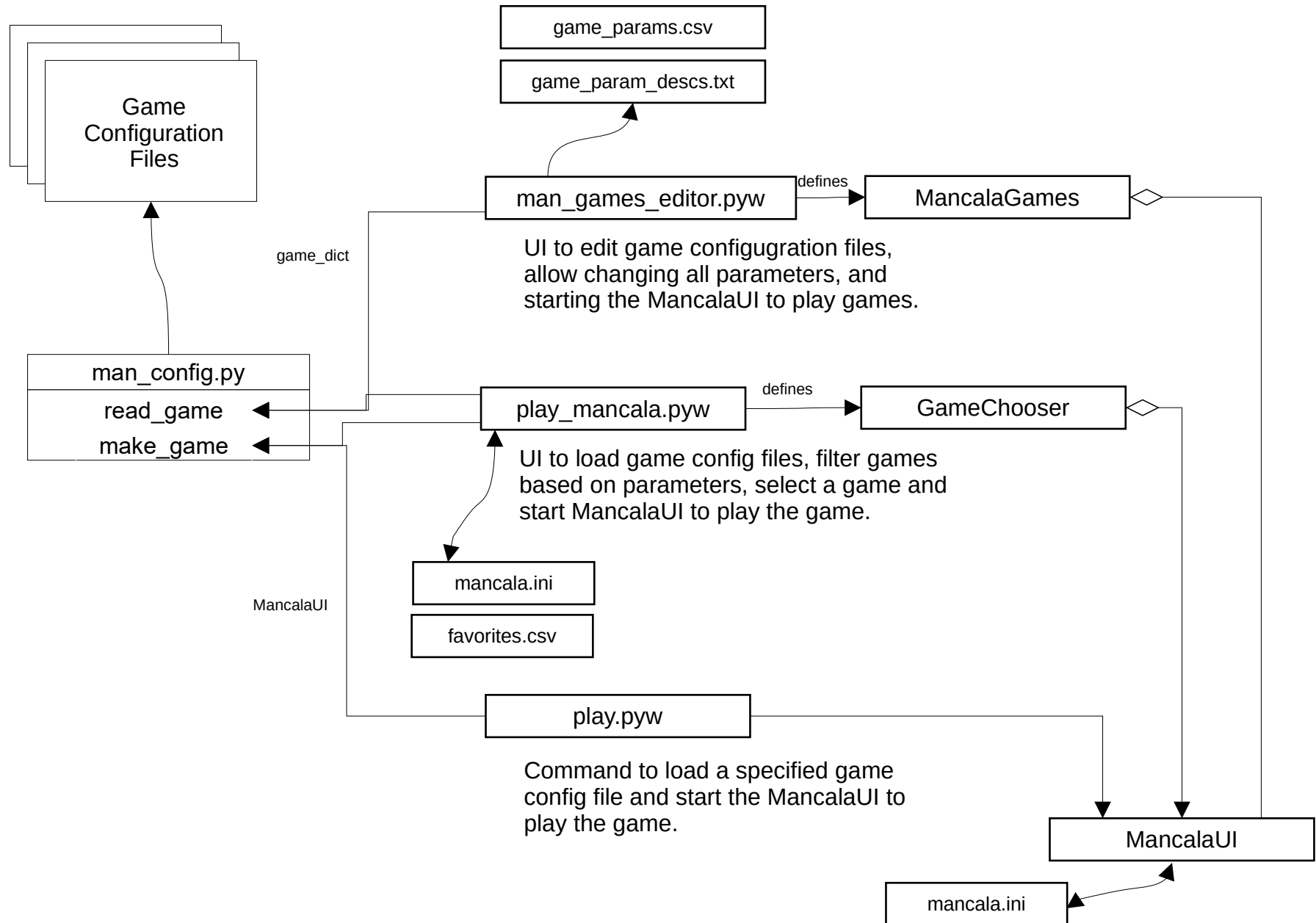
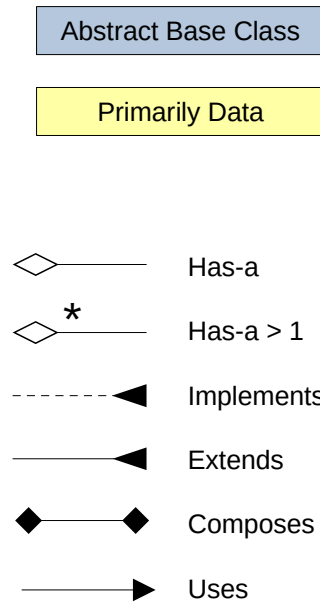


# Mancala Games



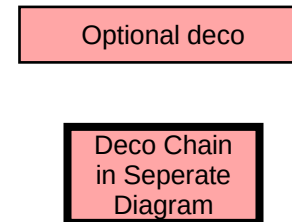
# Notation Conventions

## Class Diagram Conventions



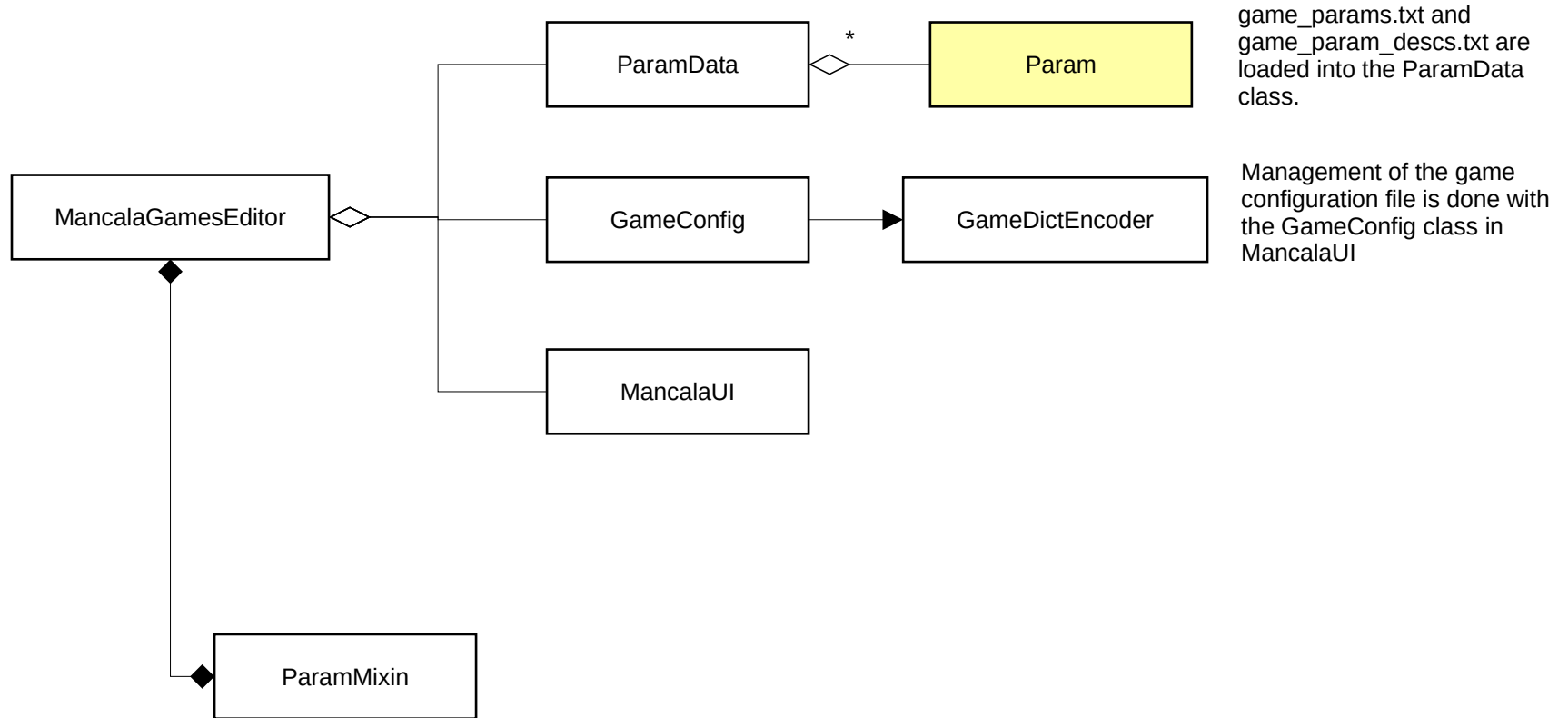
## Deco Chain Conventions

- One path down the deco chain is used.
- Intersecting arrows are decision points.
- Shown in **call order** from start dot (constructed in reverse order).
- Calls down the deco chain maybe at any point in each deco's processing.
- Some deco's do not call down the deco chain even if there is a follow-on deco.
- All paths shown might not be possible (see ginfo\_rules).



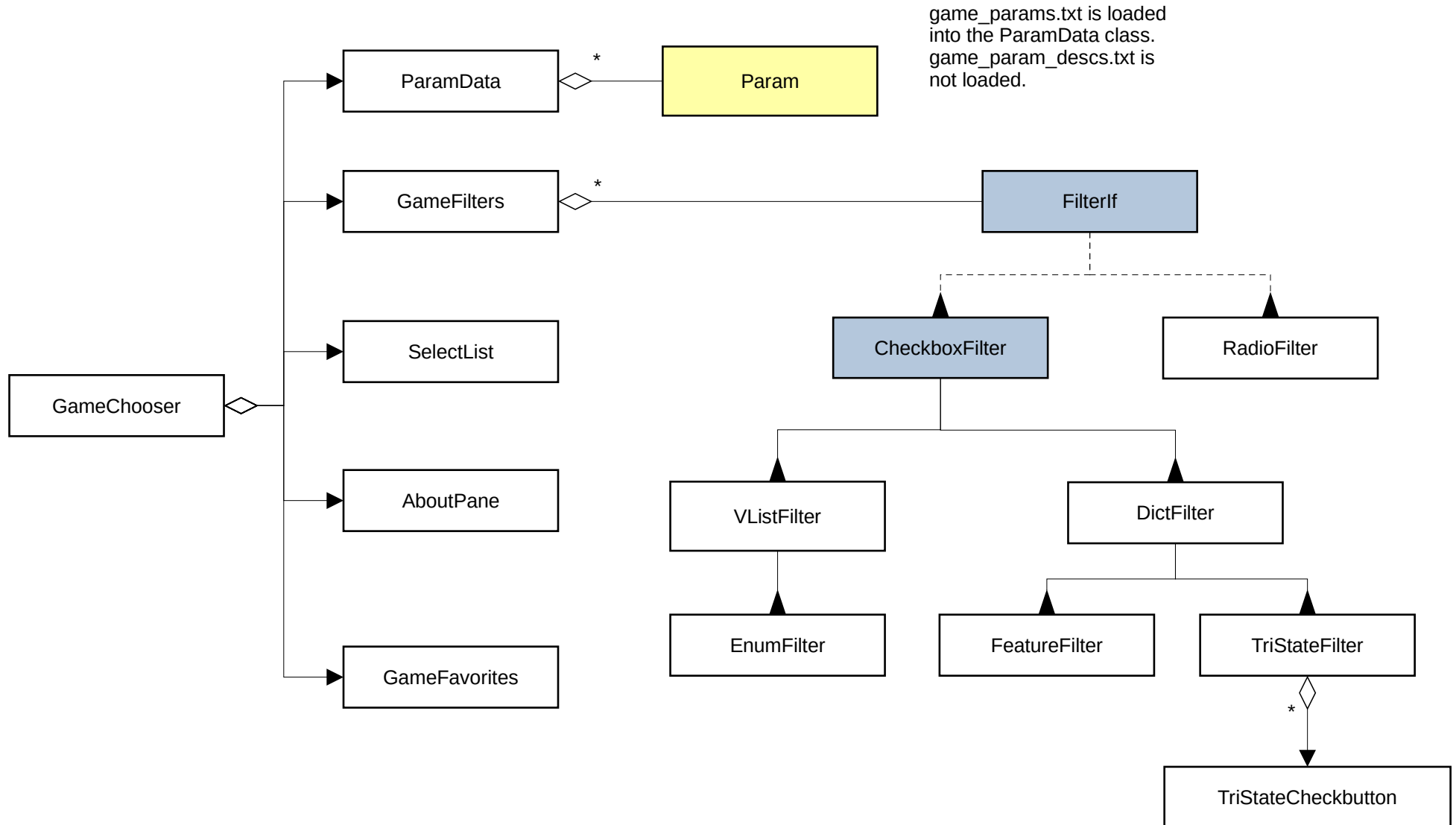
# MancalaGamesEditor

## man\_games\_editor.pyw



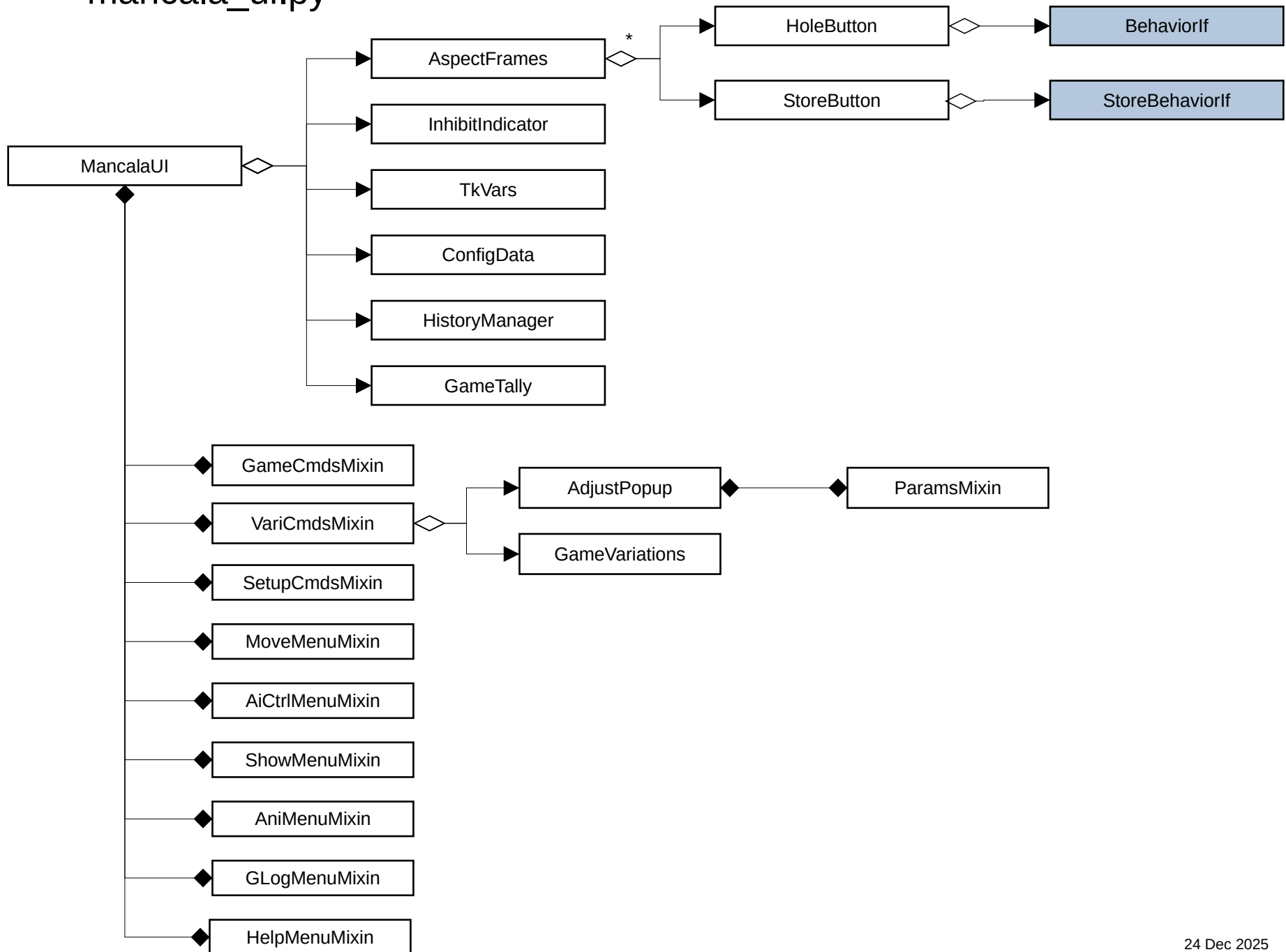
# GameChooser

## play\_mancala.pyw

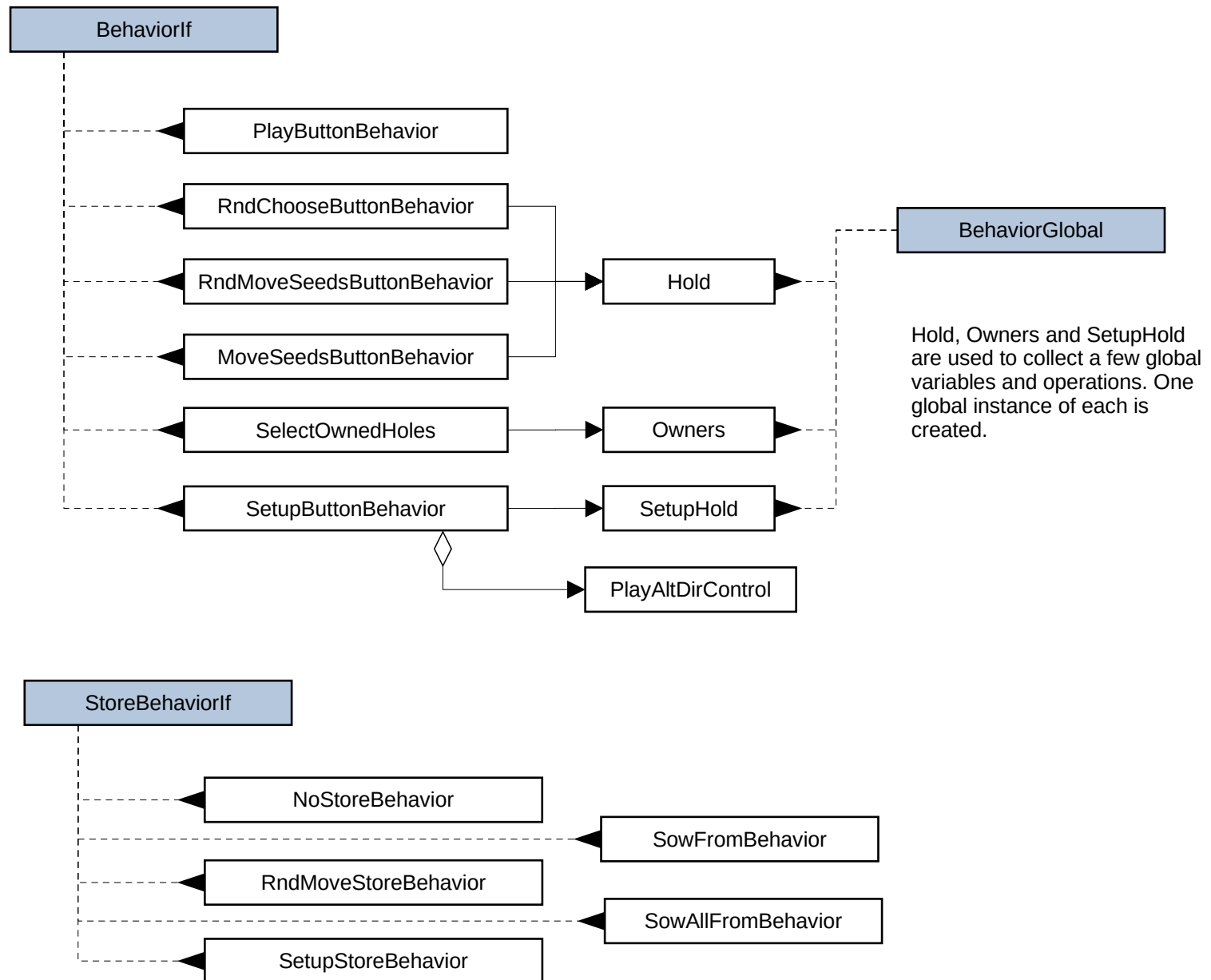


# MancalaUI Classes

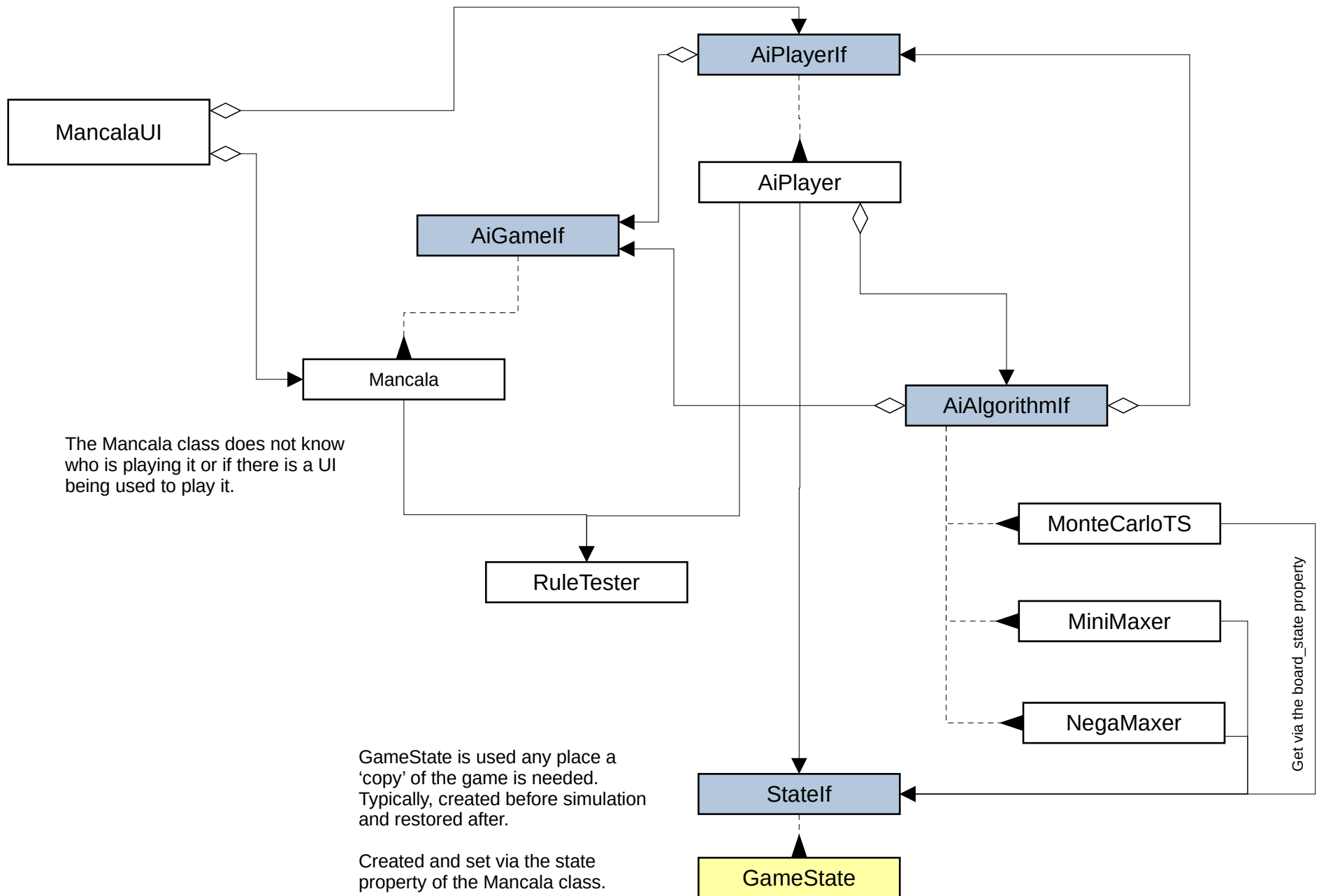
mancala\_ui.py



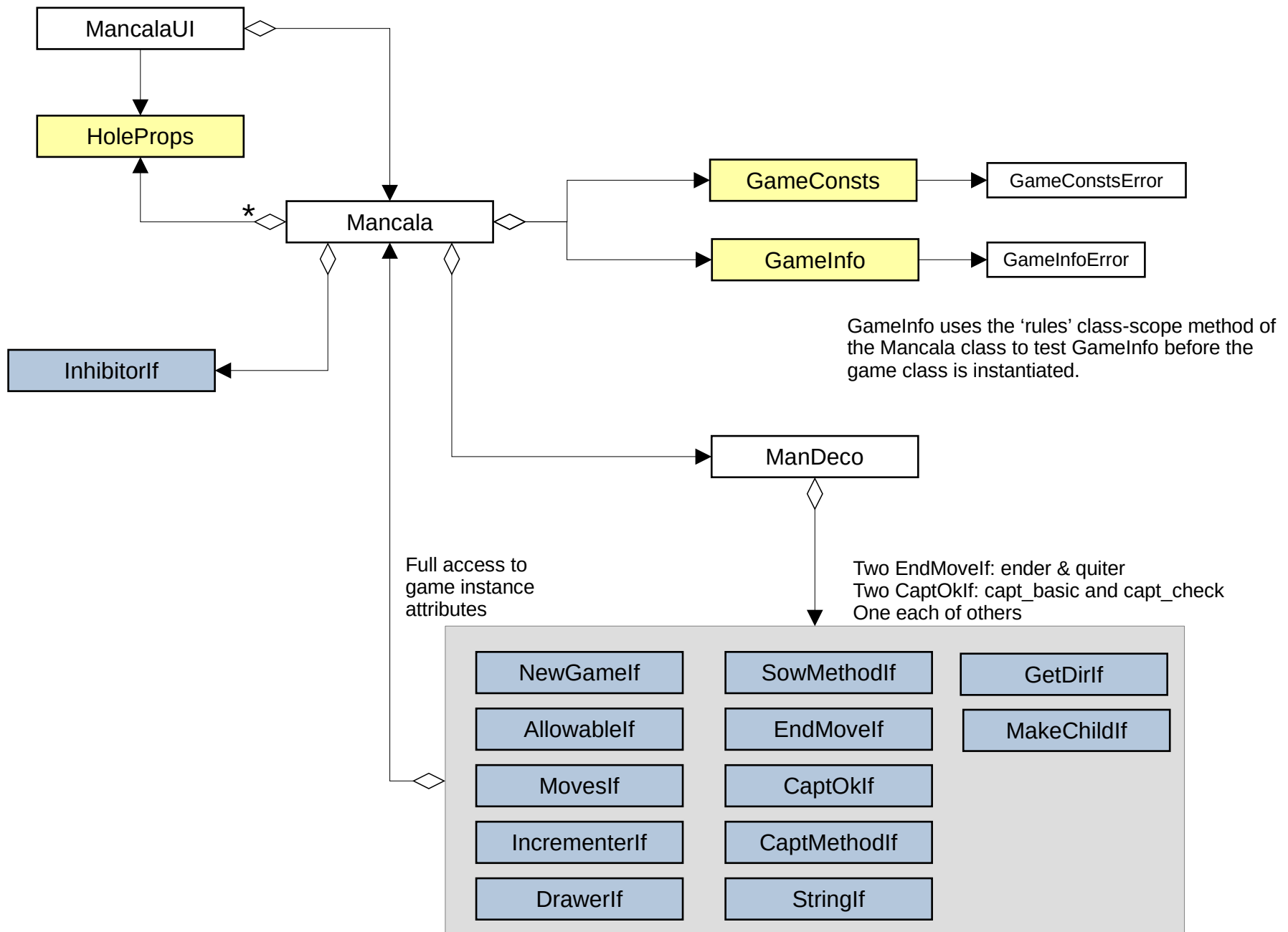
# Behavior Classes for MancalaUI



# AIPlayer and AIAlgorithm Integration

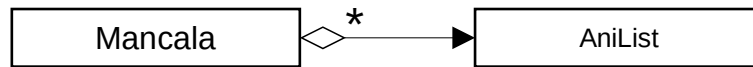


# Mancala Classes





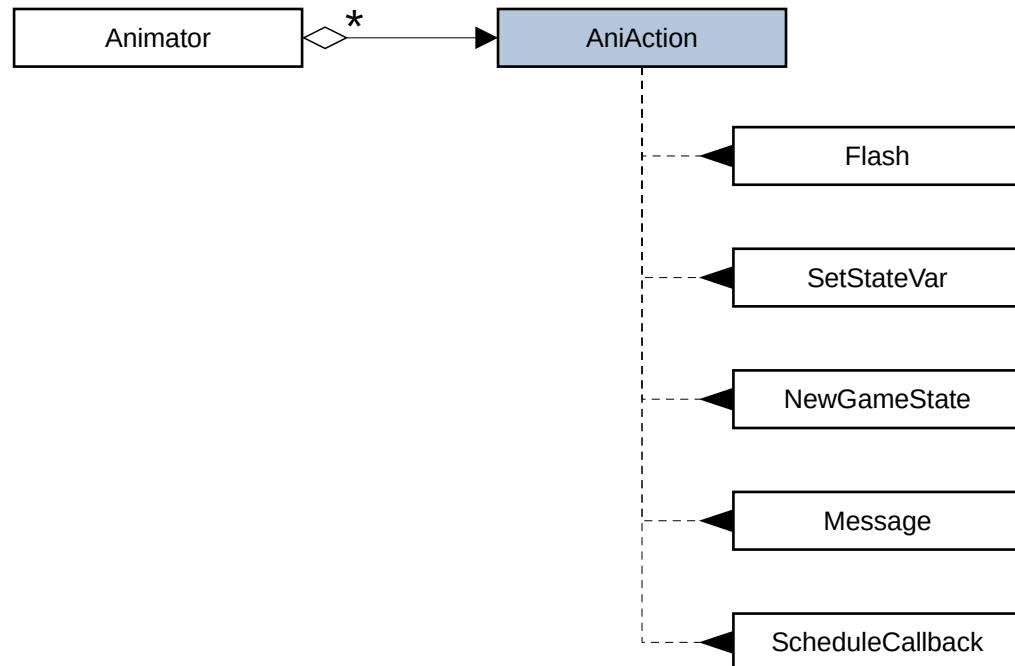
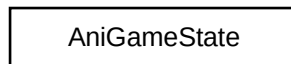
# Animator Classes



Assignments to an AniList generate SetStateVar animations.

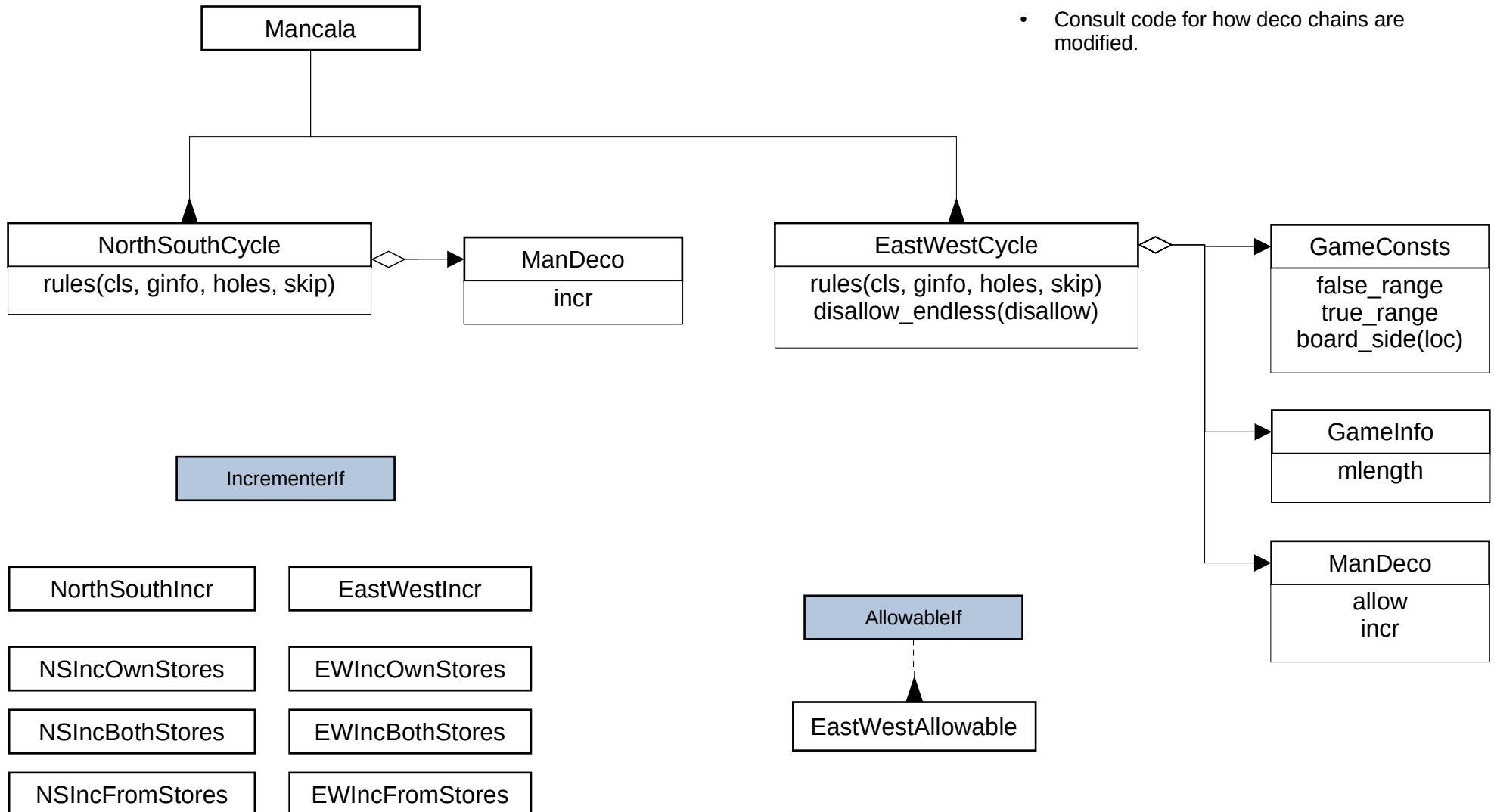
These animator hooks are used for 5 state variable and only when they are configured for use in a game.

These hooks are not included if animator.ENABLED is set False.

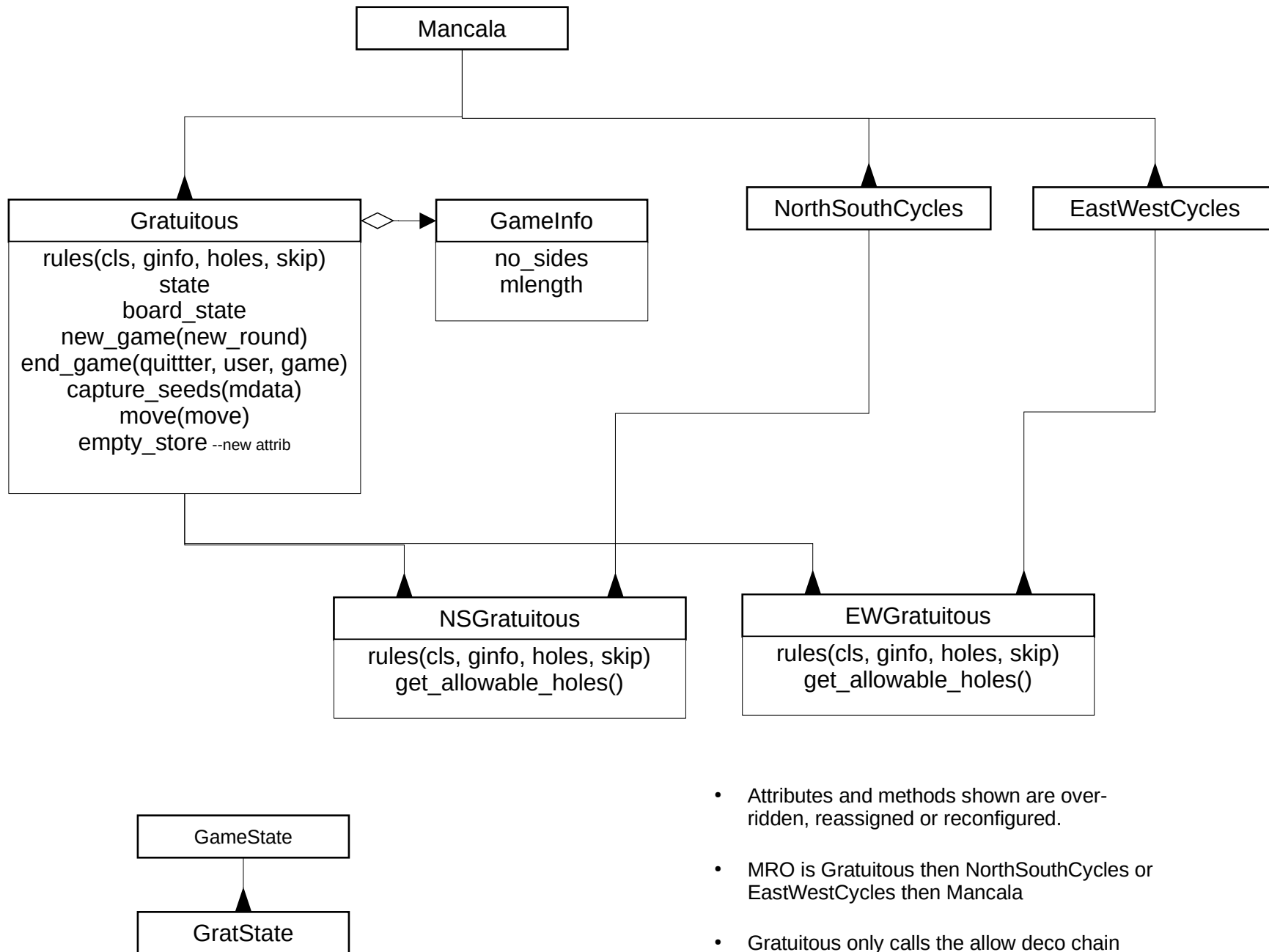


# Two Cycle Game Classes

- Attributes and methods shown are overridden, reassigned or reconfigured.
- Consult code for how deco chains are modified.

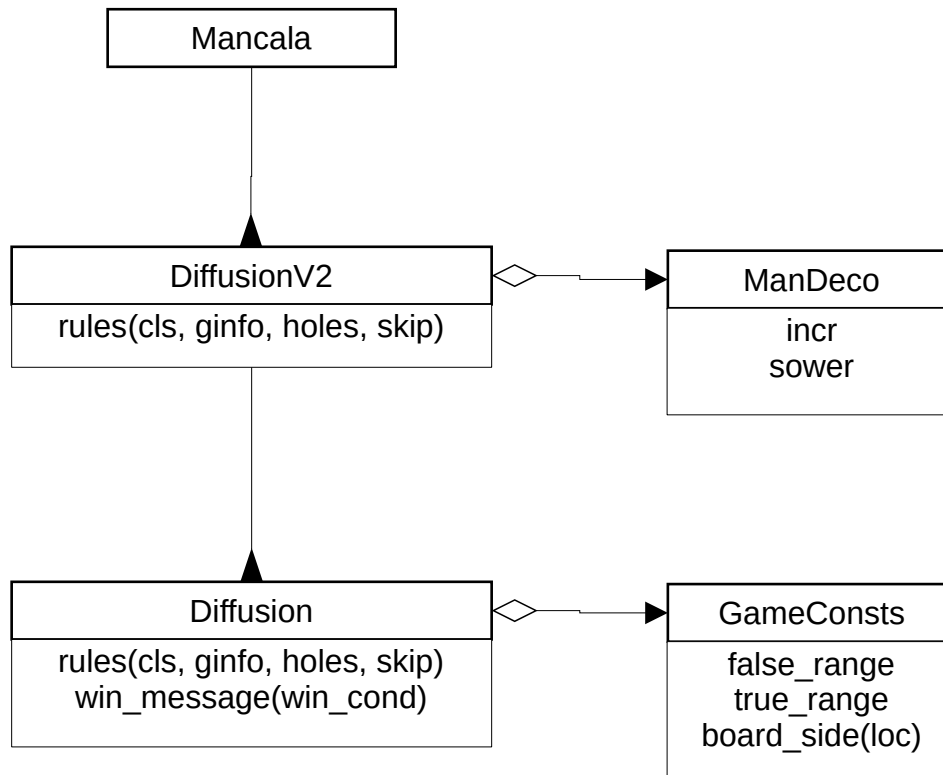


# Gratuitous Game Classes

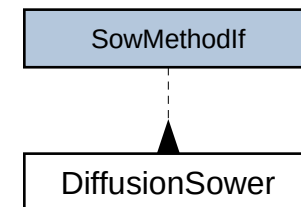


- Attributes and methods shown are overridden, reassigned or reconfigured.
- MRO is Gratuitous then NorthSouthCycles or EastWestCycles then Mancala
- Gratuitous only calls the allow deco chain when on the first part of turns, not on the place seeds opposite part.

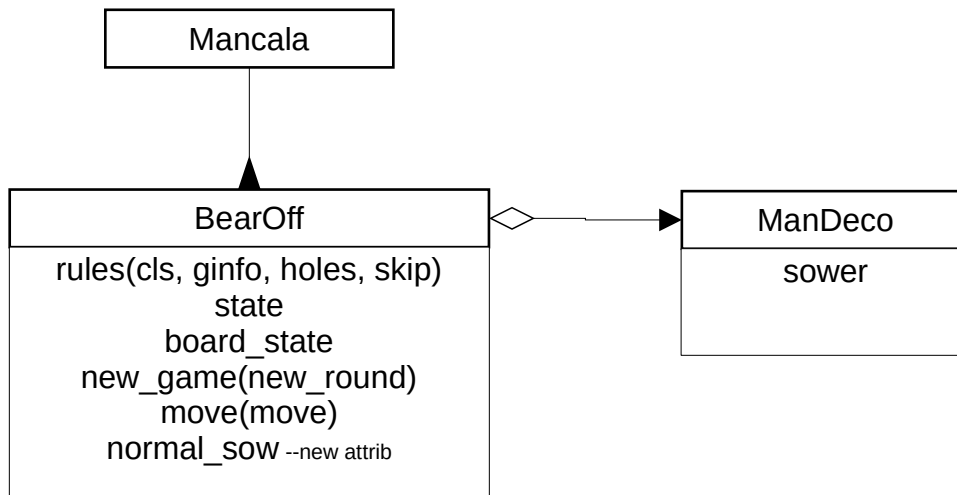
# Diffusion and DiffusionV2 Game Classes



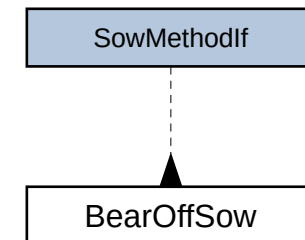
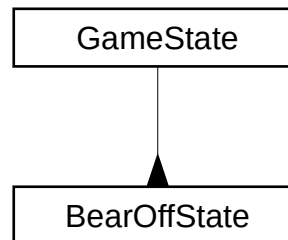
- Attributes and methods shown are overridden, reassigned or reconfigured.
- The incr deco chain is cleared because it should not be used: the sower is completely replaced and the capturer deco is CaptNone.
- Both game classes use the DiffusionSower.



# Bear Off Game Class

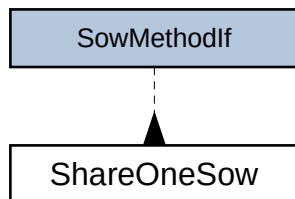
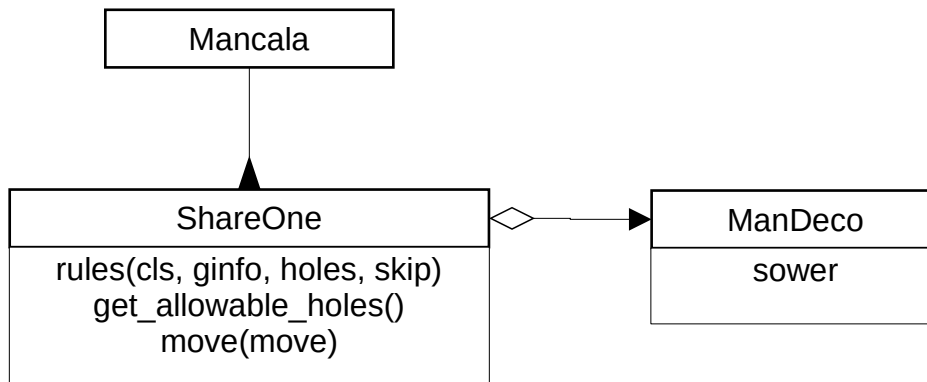


- Attributes and methods shown are overridden, reassigned or reconfigured.
- The BearOff sower is inserted in the deco chain before the single sower. The BearOffSower either does the bear off style sowing or calls down the deco chain to the original single sower.



animation msg

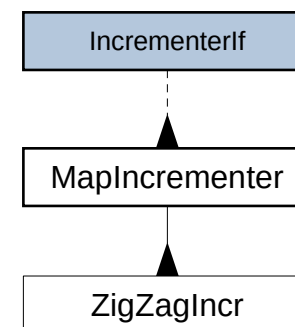
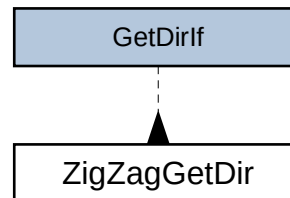
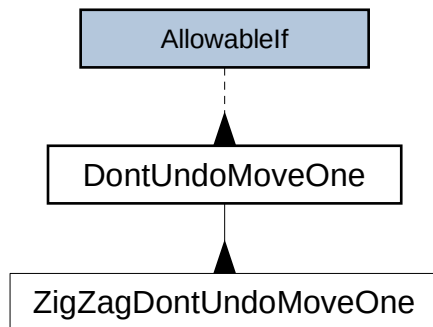
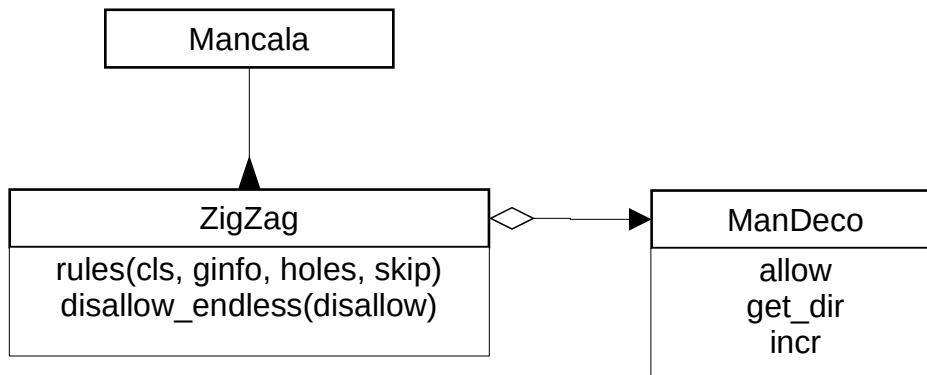
# ShareOne Game Class



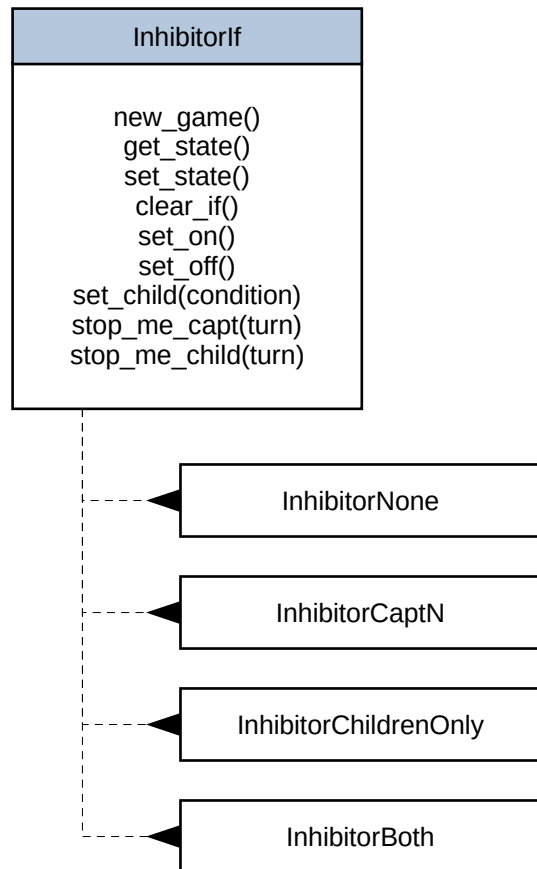
- Attributes and methods shown are over-ridden, reassigned or reconfigured.
- If the move will be a share one move, only holes that are not children with 2 or more seeds are allowable (the allow deco is not used); otherwise, the deco chain is used.
- If the next move is to share one seed and the animator is active, a message is popped up via the move method override.
- ShareOneSow wraps the existing deco chain and performs an alternate sow to share the one seed.

# ZigZag Game Class

- Attributes and methods shown are over-ridden, reassigned or reconfigured.
- ZigZag Cycle:
  - The ZigZag cycle is similar to the normal cycle in that each hole is visited once before any hole is visited a second time.
  - The cycle is generated as though sowing from South's Leftmost hole (loc 0) through the board to North's Rightmost hole.
  - The sow direction describes which way through this cycle and the incremter should move.
- Consult code for how deco chains are modified.



# Important Classes for Moves



The decorator chains and button behaviors use and control the inhibitor.

animation msgs

MoveTpl

Moves are one of (based on game parameters):

1. position
2. (position, direction)
3. (row, position, direction)
4.  $-(\text{store\_index} + 1)$ , seeds

MoveTpl prints the moves nicely.

Row is in terms of the UI, that is Top/True is 0 and Bottom/False is 1. This is the “not” of the game.turn.

Moves are created when initializing the HoleButtons for the human players and via the `get_moves` deco chain for the AI player.

MoveData

MoveData is used to communicate information about each move between the deco chains and individual decorators.

See class comment for where each field is set and/or updated.

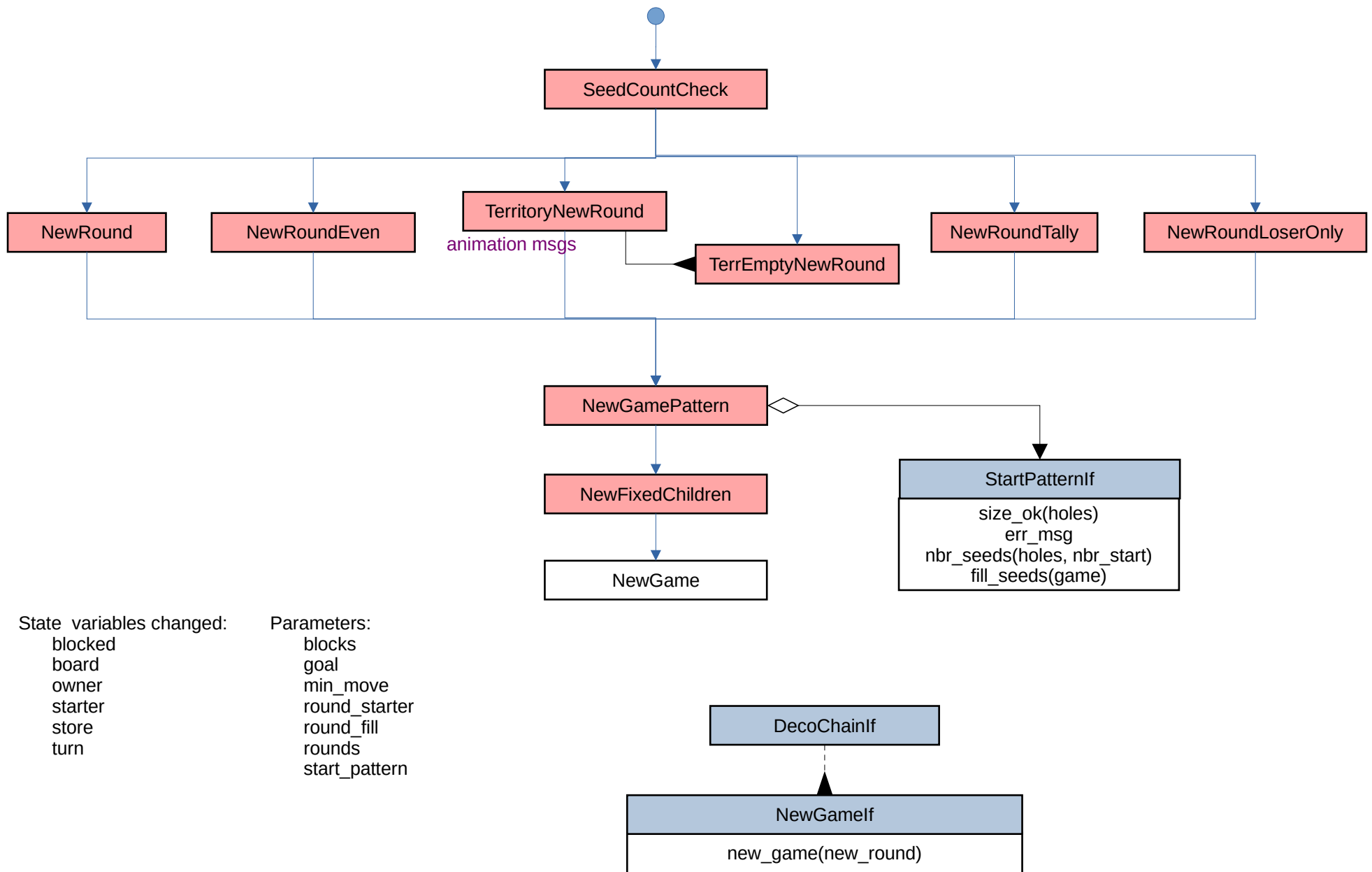
The current move's mdata is stored in Mancala, but anything stored directly into that could mess up the Monte Carlo Tree Search (it's node dictionary uses a limited version of game state, which does not include Mancala.mdata).



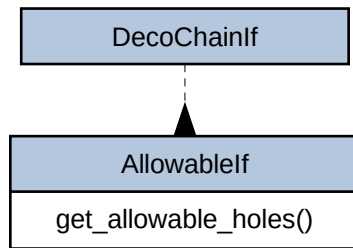
# Decorator Usage

Game Op/Step	Primary Decorator	Other Classes & Decorators Used	Description
New Game	new_game	StartPattern, inhibitor	Setups the game for initial play. Applies any prescribed moves.
Determine Drawable Holes	allow		Return a list of holes that are playable.
Collect Moves	get_moves		Return a list of possible moves.
Draw seeds to start a move	drawer		Parse the move, determine number of seeds to sow, possibly leave one seed
Determine sow direction	get_direction		Convert the move & location into an actual sowable direction: clockwise or counter-clockwise.
Sow	sower	MoveData, incr, make_child, inhibitor	Drop the seeds into the board holes.
Capture seeds	capturer & capt_ok	MoveData, incr, make_child, inhibitor	Perform any captures.
Evaluate end of game	ender	MoveData	At the end of each move determine if the game is over: game has been won, no more moves, game outcome can't change, etc.
Logging	get_string		Creates an ASCII string for the game.
Force end of game	quitter	MoveData	The game needs to end either because of endless sow or user selection. If not configured to do something else, unclaimed seeds are divvied between the players.

# New Game Decorators and Chain



# Allowables Decorators and Chain

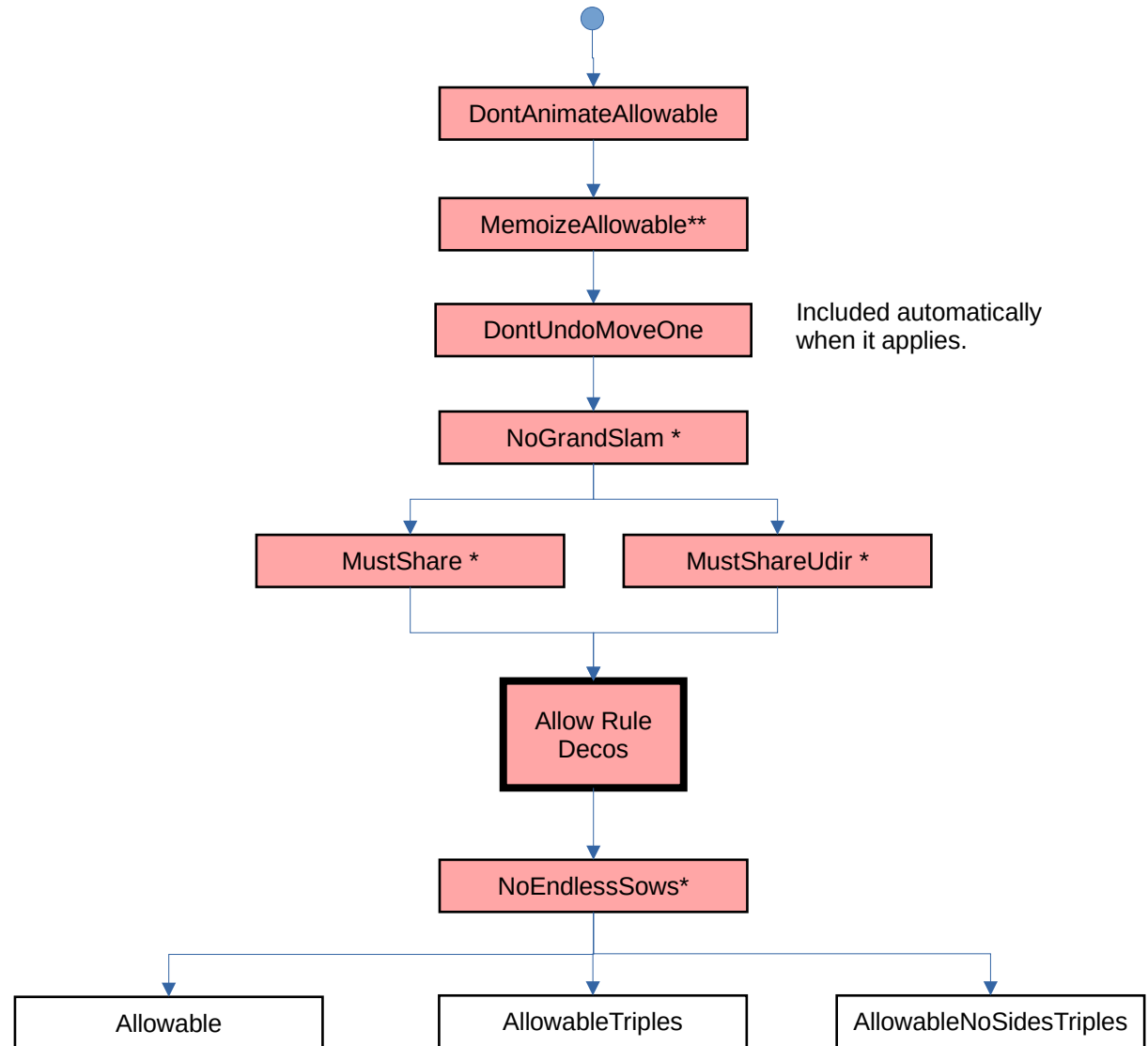


State variables read:

turn  
board  
store  
blocked  
owner  
child  
mcount

Parameters:

min\_move  
allow\_rule  
mlength  
mustshare  
grandslam  
udir\_holes

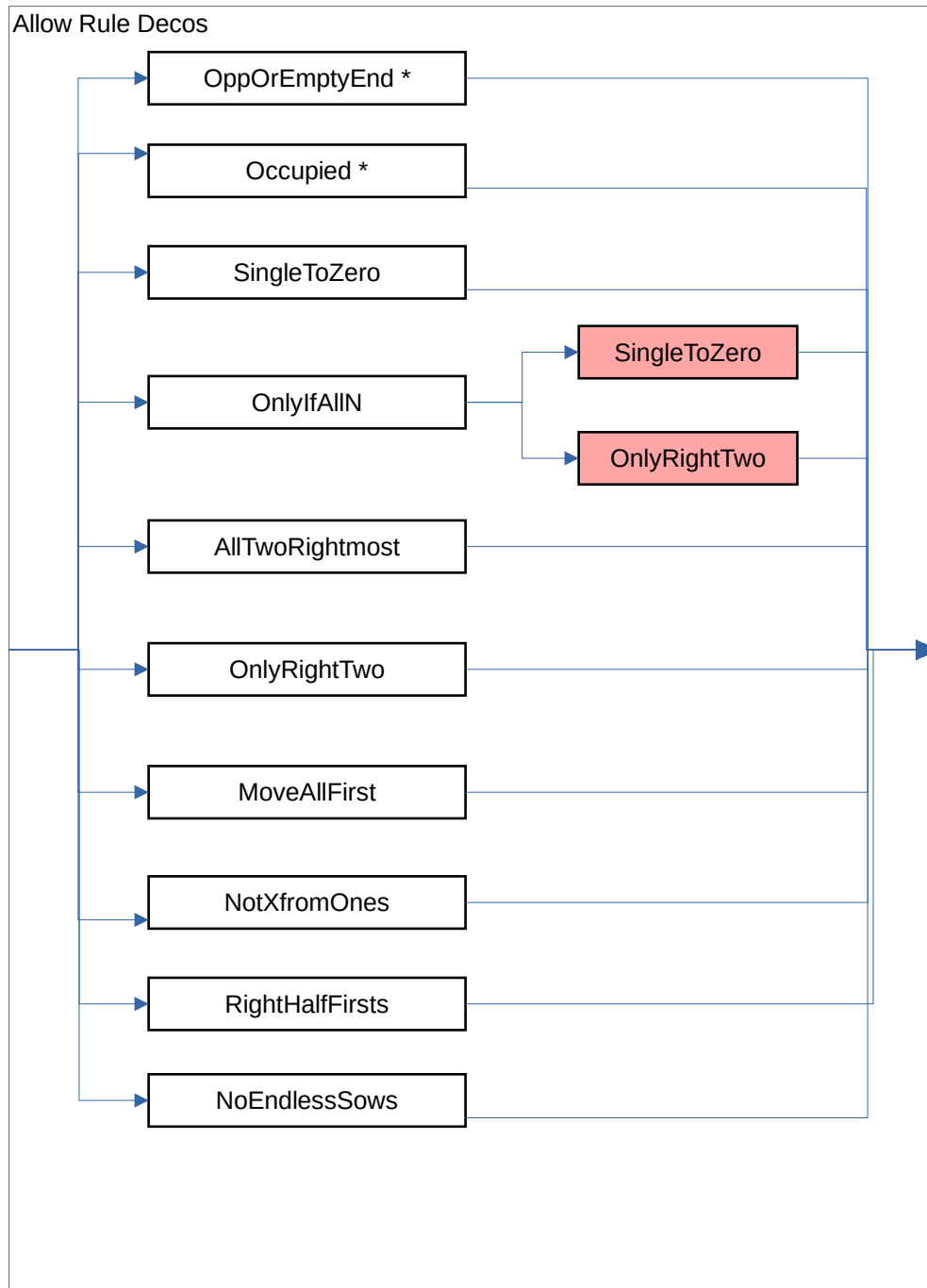


Notes:

\* Simulates some portion of moves to determine allowables

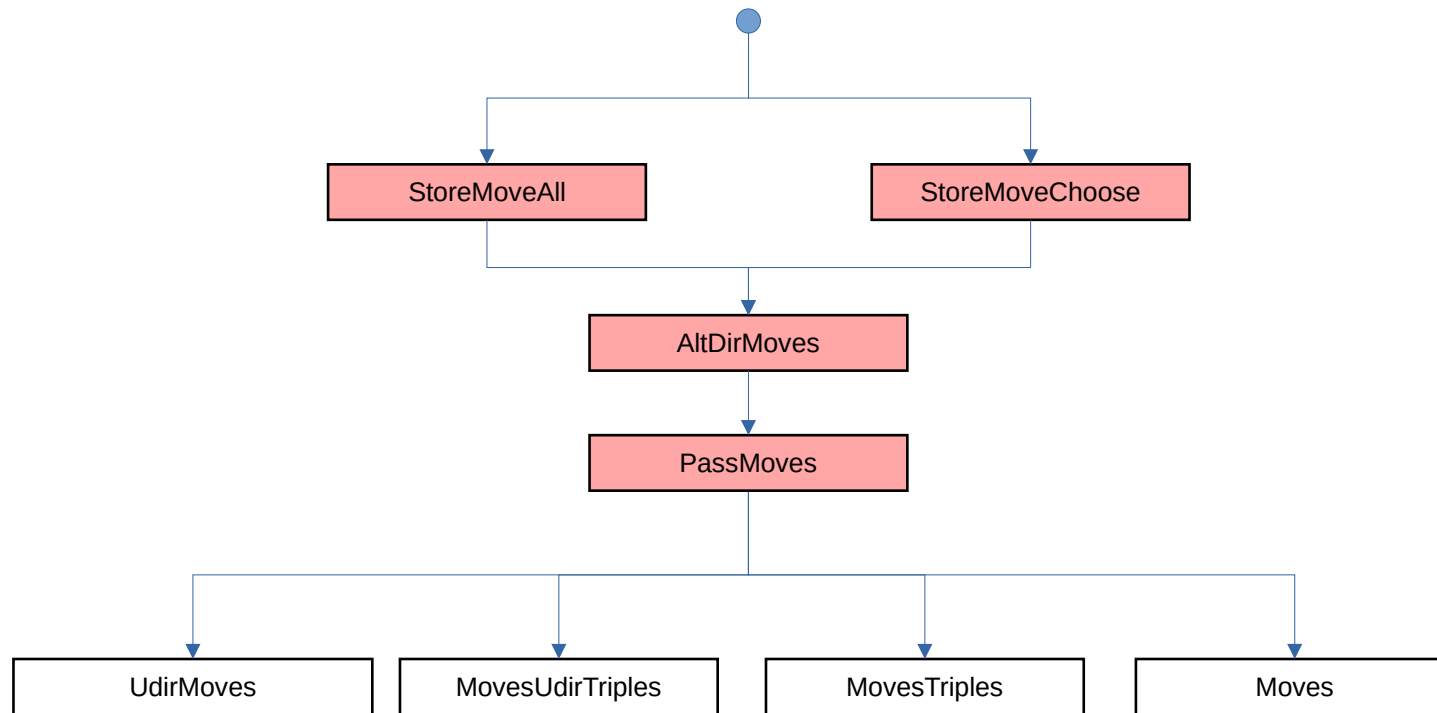
\*\* MemoizeAllowable is used for deco's that simulate moves

# Allow Rule Decos



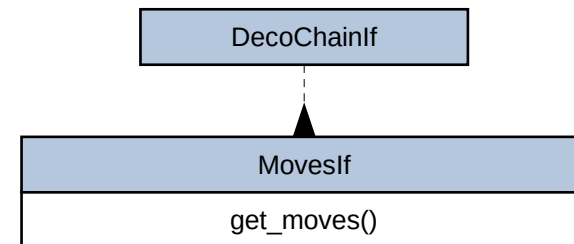
Notes:  
Some allow rule decos are shown more than once for clarity.  
\* Simulates some portion of moves to determine allowables

# Get Moves Decorators and Chain

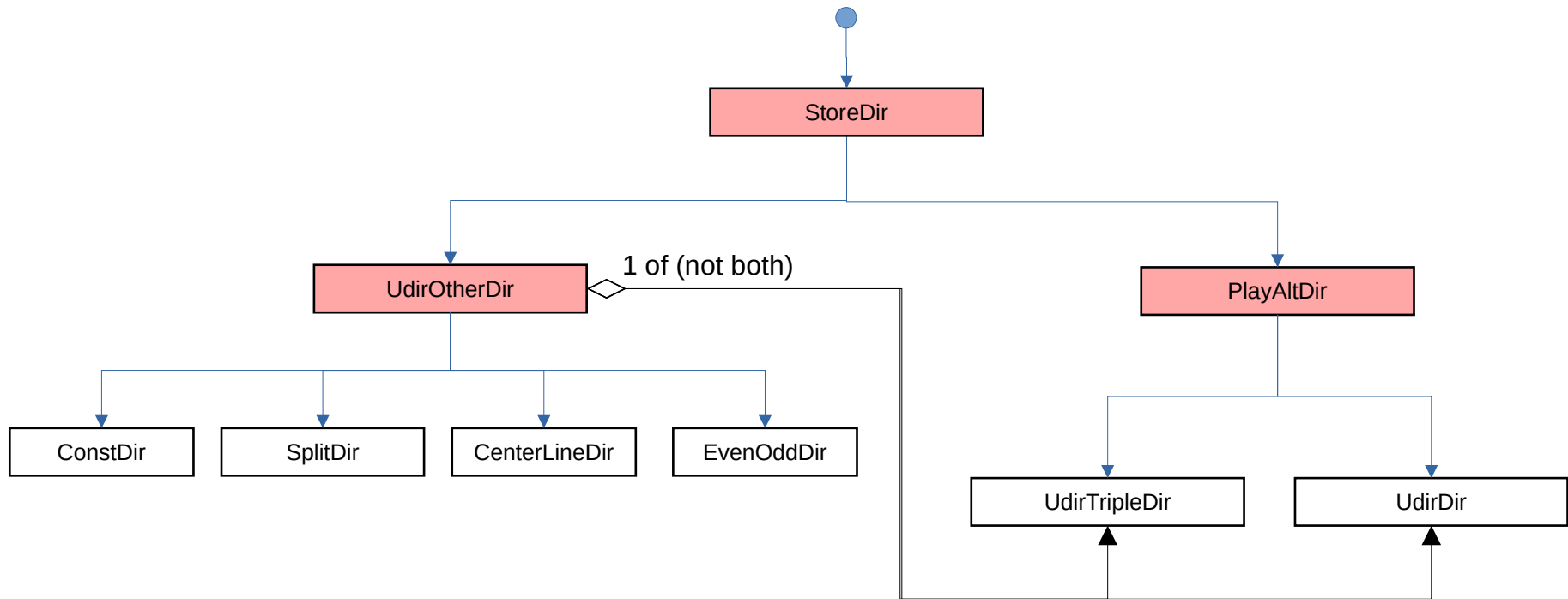


State variables read:  
blocked  
board  
owner  
starter  
store  
turn

Parameters:  
mlength  
mustpass  
sow\_direct  
udir\_holes  
udirect

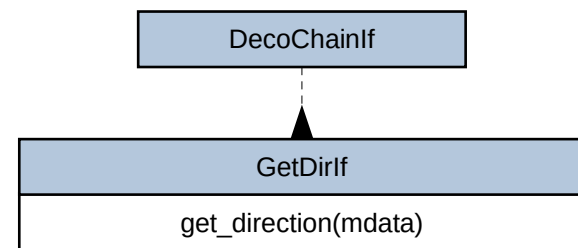


# Get Direction Decorators and Chain

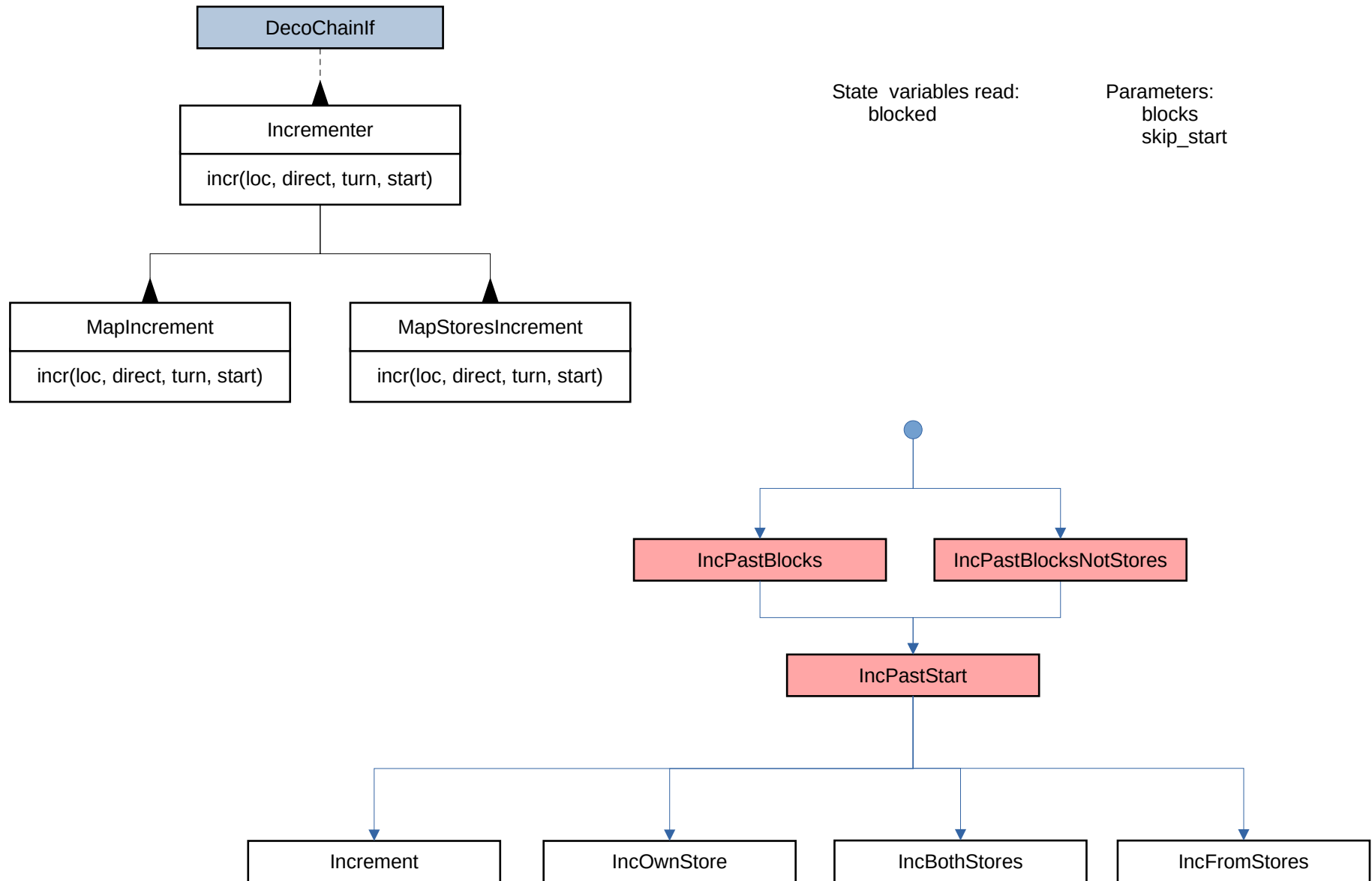


State variables read:  
mcount  
turn

Parameters:  
no\_sides  
sow\_direct  
udir\_holes  
udirirect



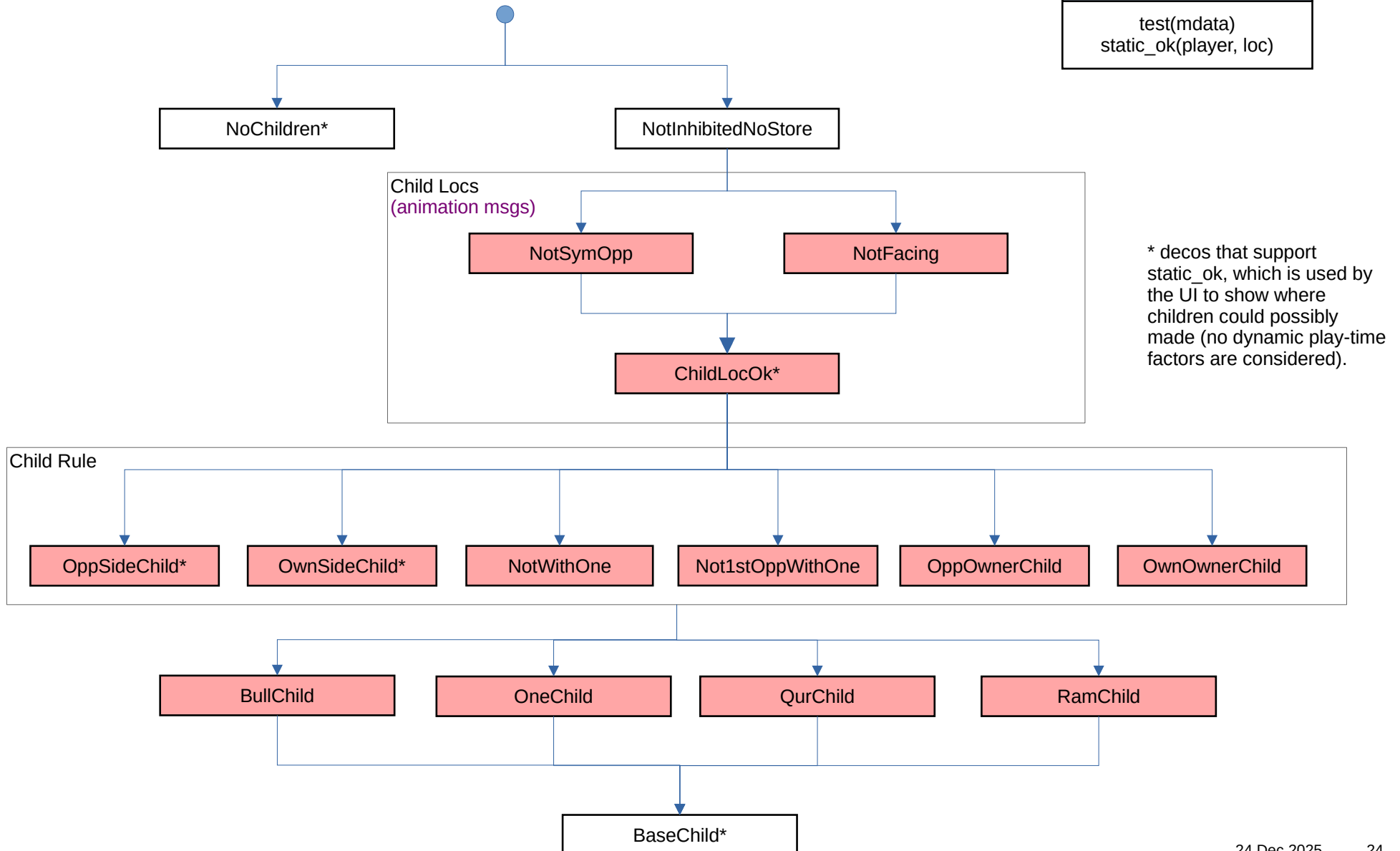
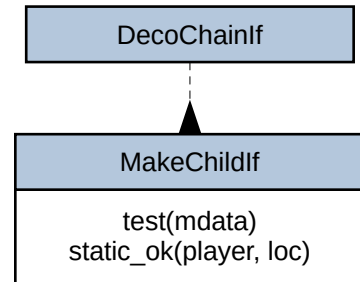
# Incrementer Decorators and Chains



# MakeChild Decorator and Chain

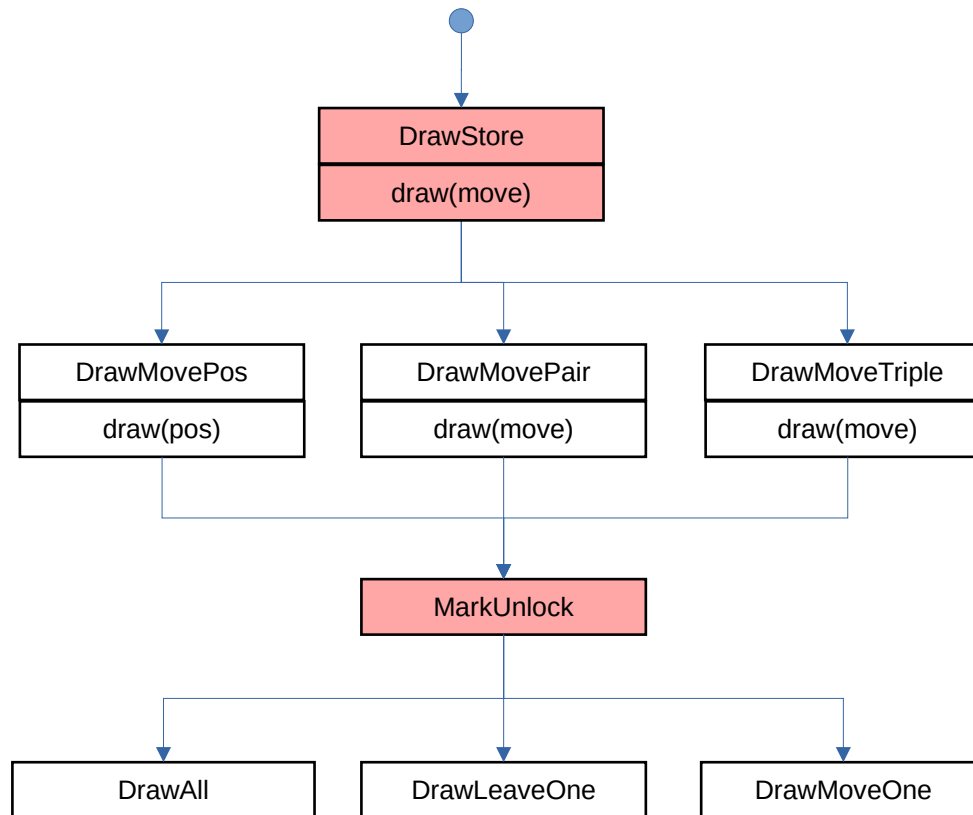
State variables read:  
board  
child  
inhibitor  
owner  
turn

Parameters:  
child\_cvt  
child\_locs  
child\_rule  
child\_type





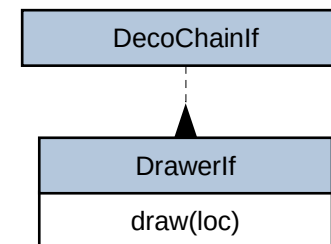
# Draw Decorators and Chain



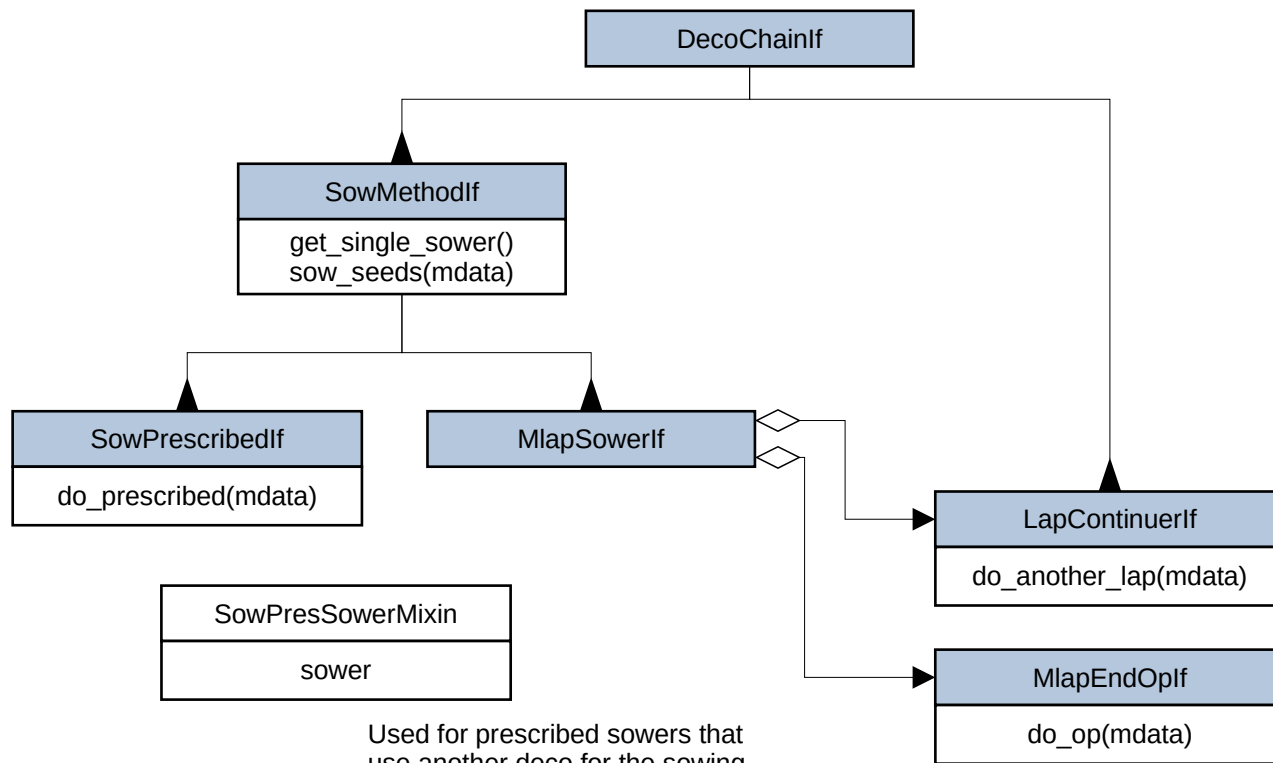
The drawer converts the move into board location.

State variables:  
Read:  
    turn  
Changed:  
    board  
    unlocked

Parameters:  
    allow\_rule  
    mlength  
    move\_one  
    moveunlock  
    sow\_start



# Sower Decorators

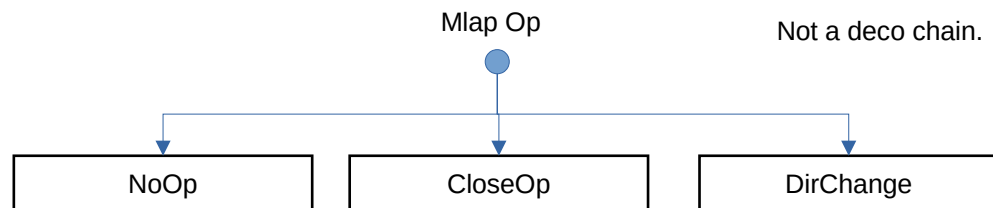


State variables:

Reads  
inhibitor  
turn  
child  
mcount  
Changes  
board  
store  
blocked

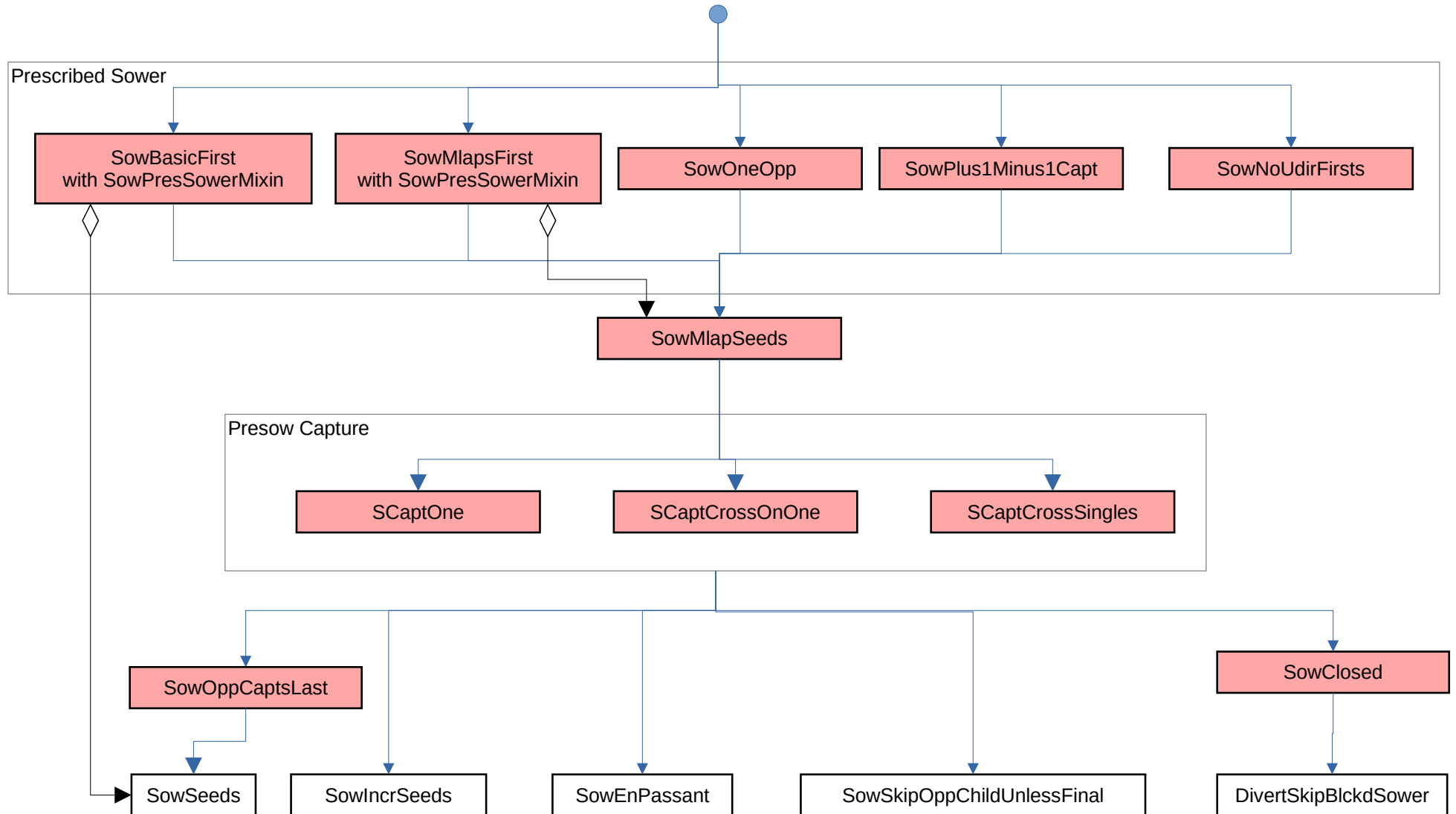
Parameters:

capt\_max  
capt\_min  
capt\_on  
child\_type  
crosscapt  
evens  
goal  
gparam\_one  
mlaps  
prescribed  
presowcapt  
sow\_direct  
sow\_own\_store  
sow\_param  
sow\_rule  
visit\_opp

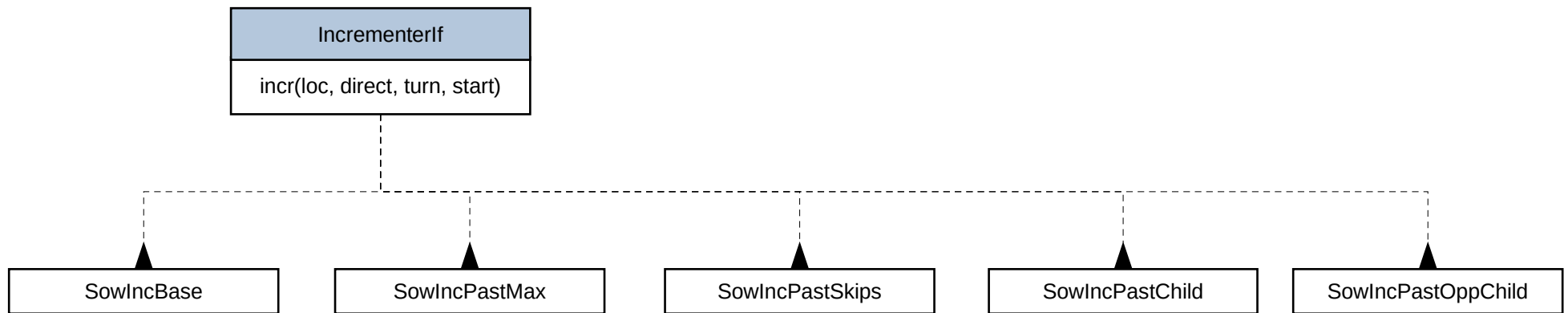


# Sower Deco Chain

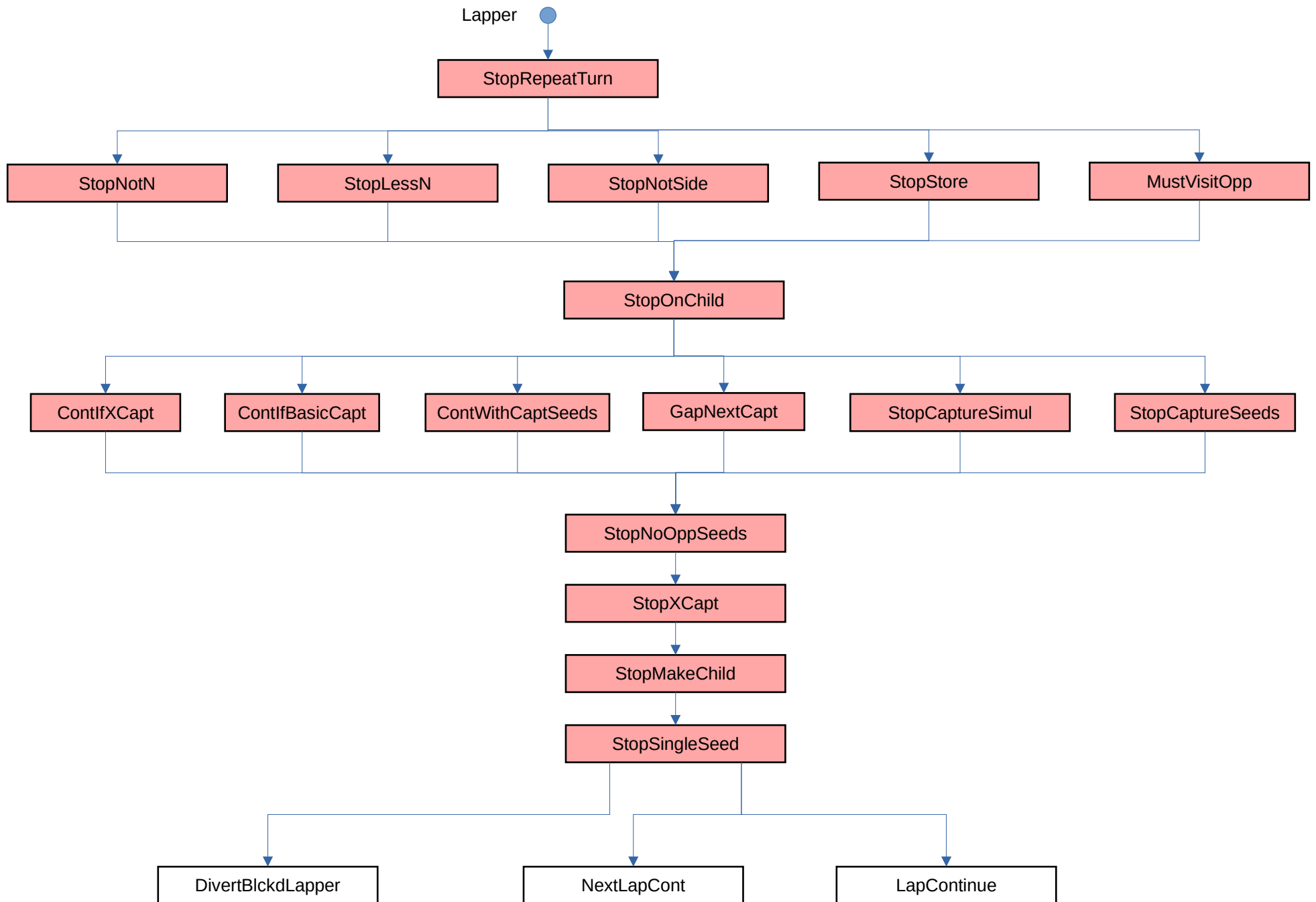
animation msgs



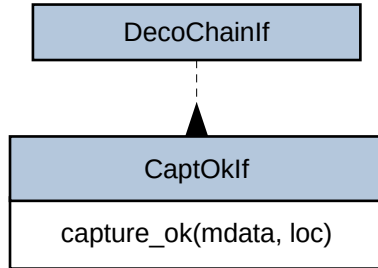
# Incrementer Decos used with SowIncrSeeds



# Lap Continuer Deco Chain



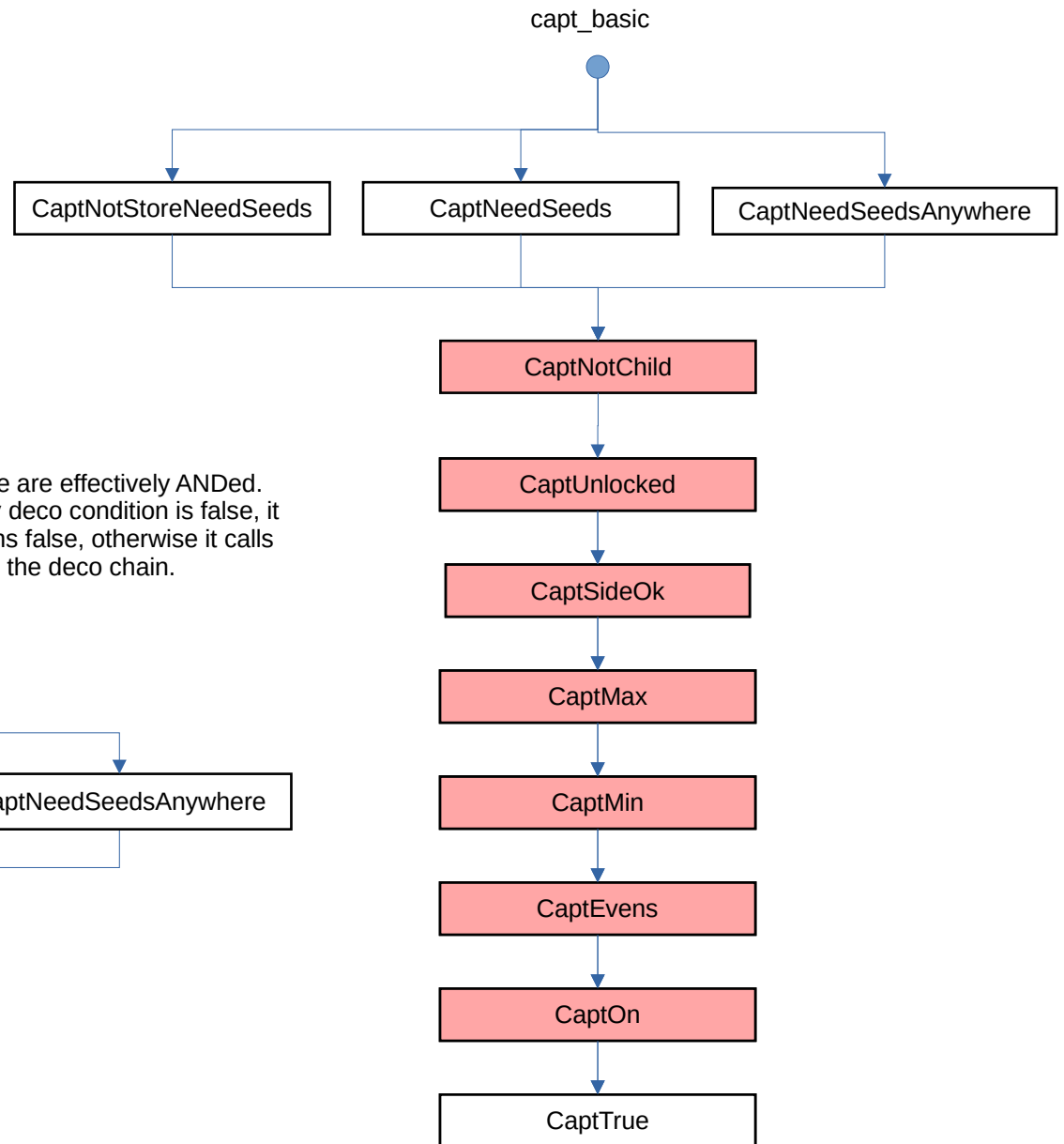
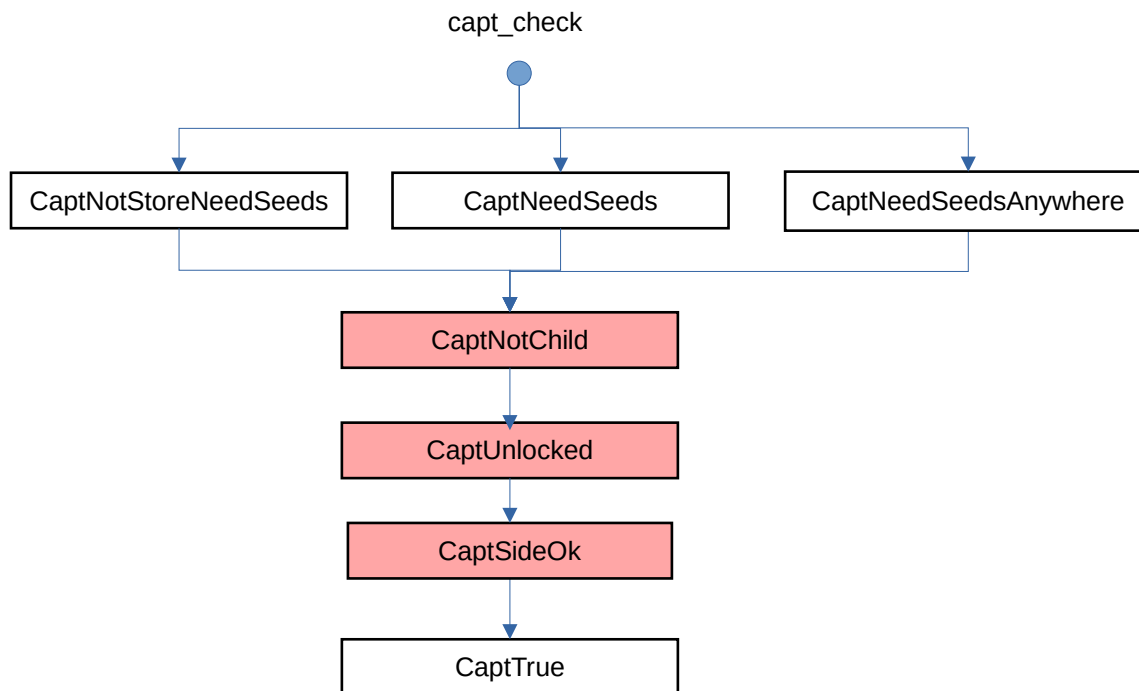
# Capt Ok Decorators and Chains



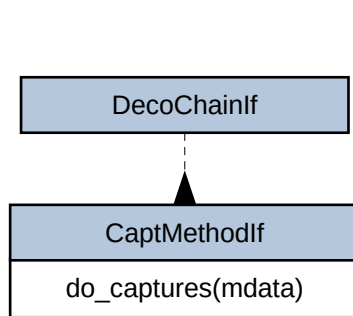
State variables read:  
board  
child  
turn  
unlocked

Parameters:  
capt\_max  
capt\_min  
capt\_on  
capt\_side  
moveunlock

These are effectively ANDed.  
If any deco condition is false, it  
returns false, otherwise it calls  
down the deco chain.



# Capturer Decorators and Chain



State variables

Reads

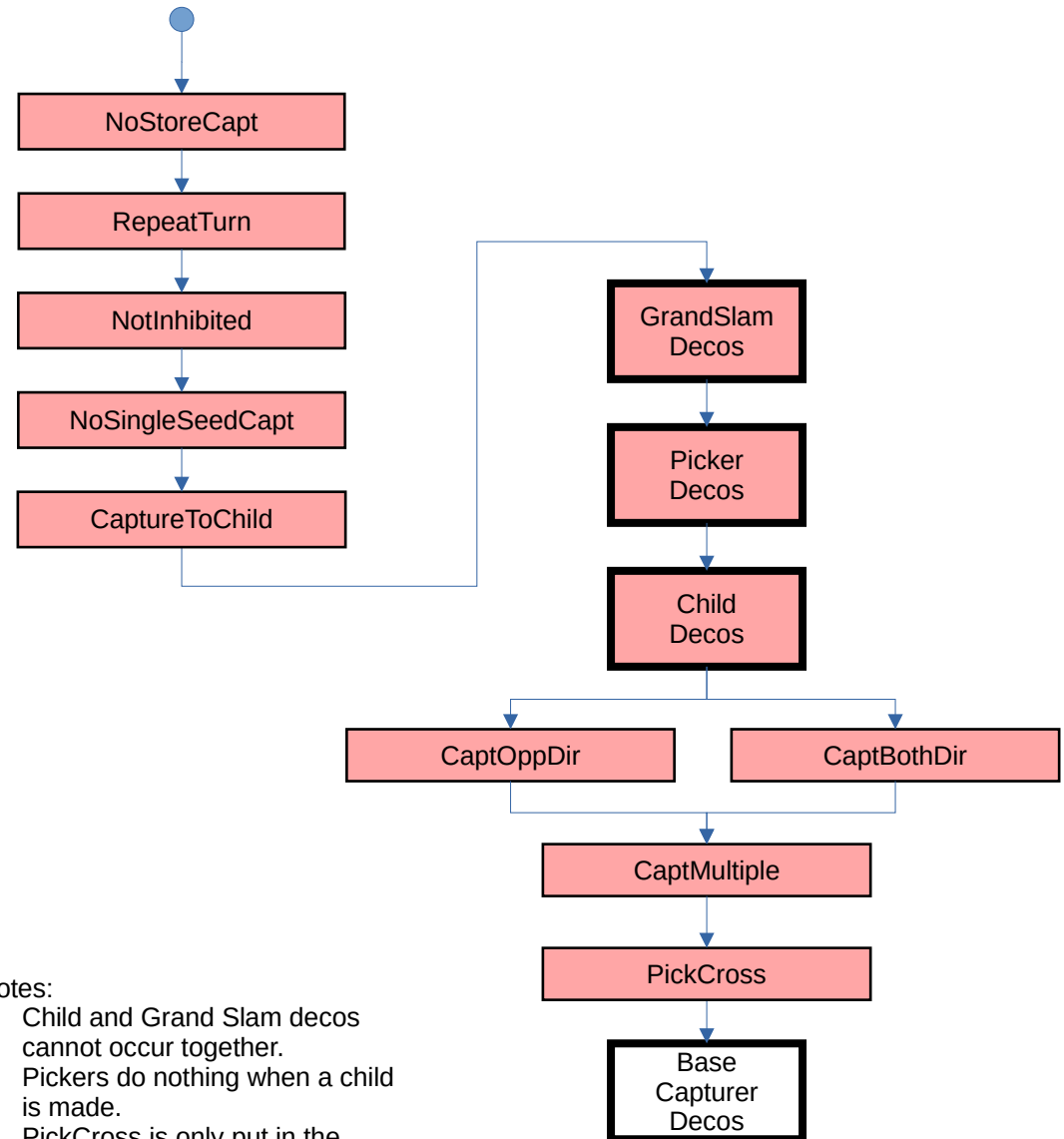
inhibitor  
starter  
turn

Changes

board  
child  
store

Parameters:

capsamedir  
capt\_max  
capt\_min  
capt\_on  
capt\_rturn  
capt\_side  
capt\_type  
child\_cvt  
child\_type  
crosscapt  
evens  
grandslam  
mlaps  
multicapt  
nocaptmoves  
nosinglecapt  
pickextra  
prescribed  
round\_fill  
xc\_sown  
xcpickown

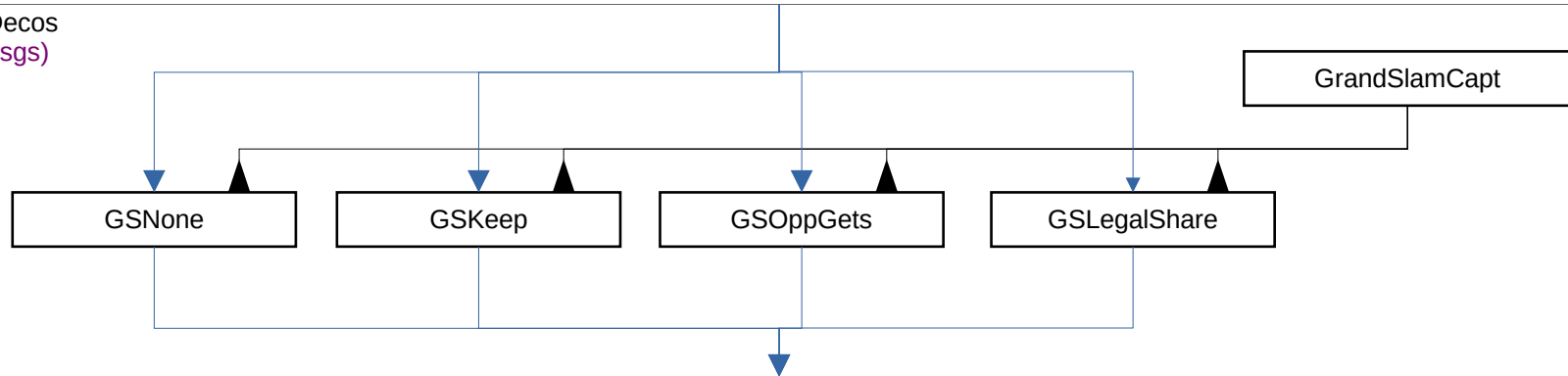


Notes:

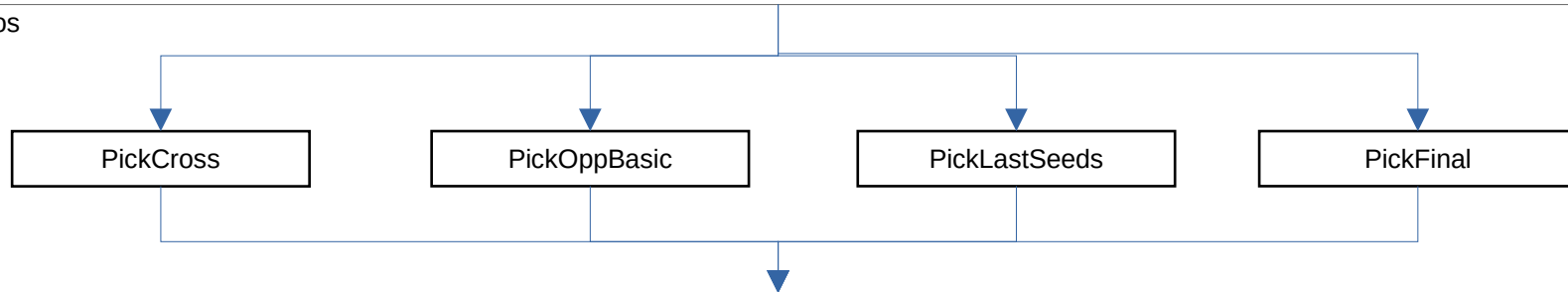
- Child and Grand Slam decos cannot occur together.
- Pickers do nothing when a child is made.
- PickCross is only put in the deco chain once, either in Picker Decos or after CaptMultiple.

# Capturer Deco Chains (1 of 2)

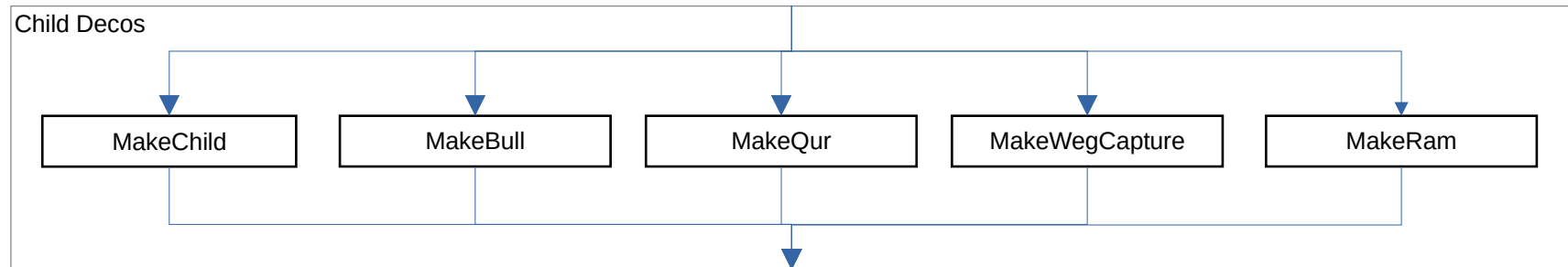
Grandslam Decos  
(animation msgs)



Picker Decos

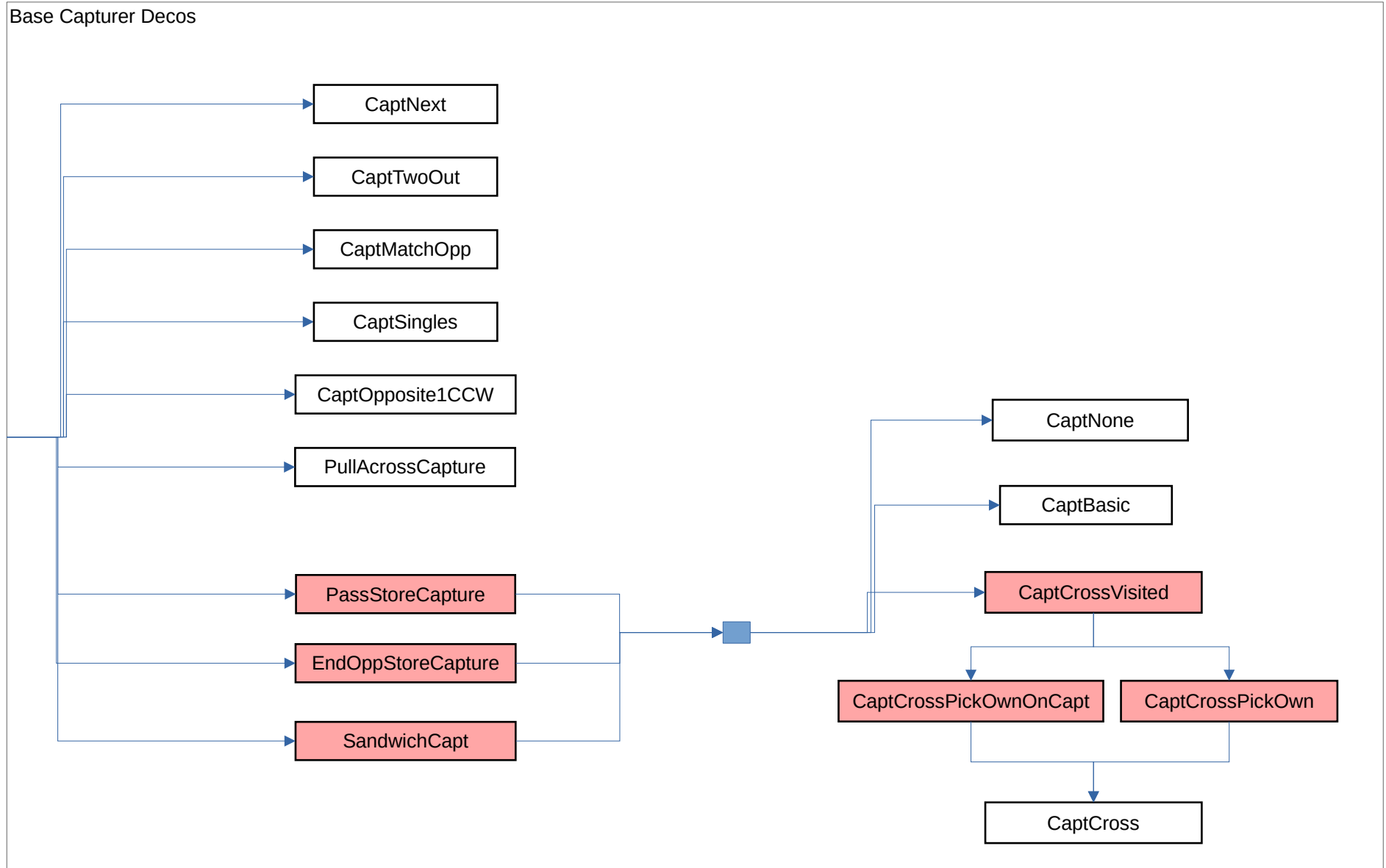


Child Decos





# Capturer Deco Chains (2 of 2)



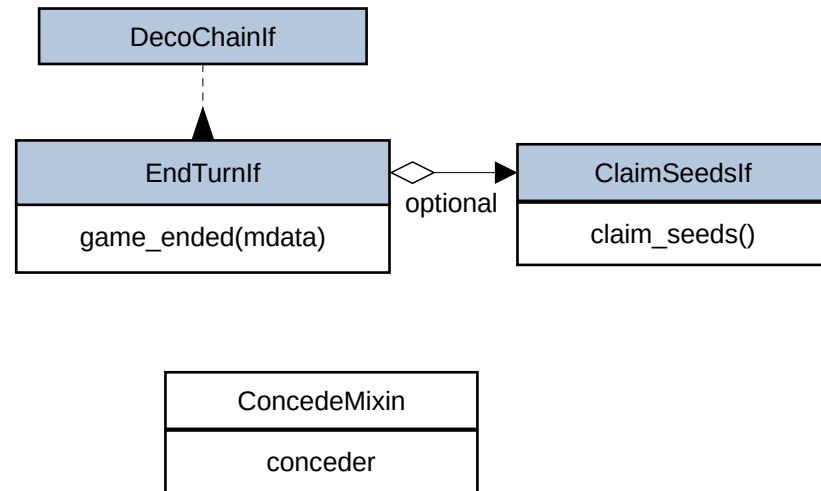
# Ender & Quitter Decorators and Chains

State variables:

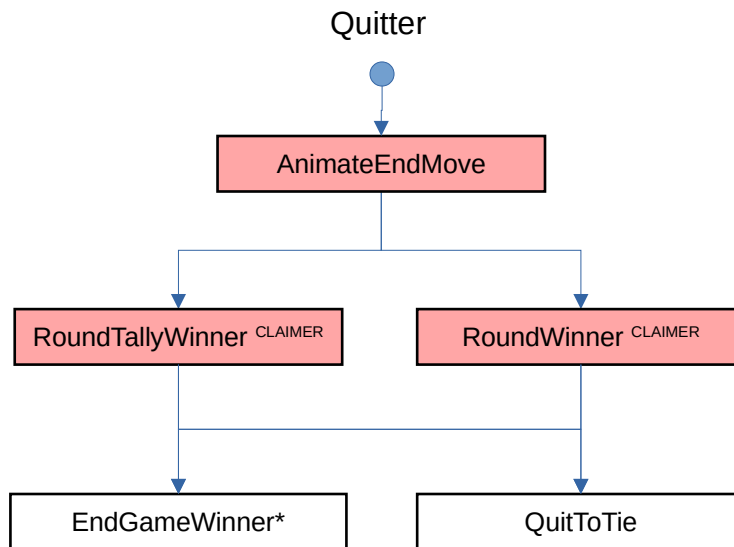
Reads:  
child  
owner  
turn  
Changes:  
board  
store

Parameters:

capt\_min  
capt\_next  
capt\_on  
capttwoout  
child\_cvt  
child\_type  
crosscapt  
evens  
goal  
gparam\_one  
min\_move  
mlaps  
mustpass  
mustshare  
no\_sides  
round\_fill  
rounds  
sow\_own\_store  
stores  
unclaimed



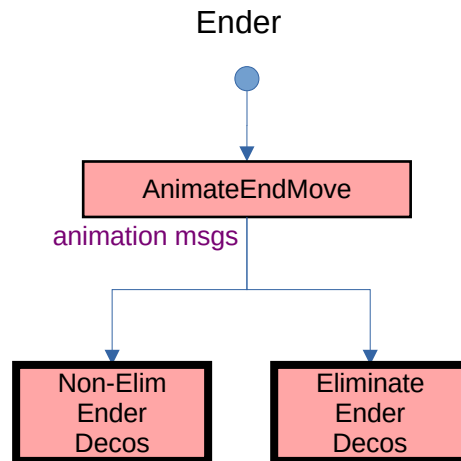
Used for enders that use a different criteria for ending when the user concedes a game.



Note:

\* For `EndGameWinner` in the quitter: a claimer, taker or divvier is selected based on the quitter, `child_type` and store properties (see next page).

# Ender Deco Chain



CLAIMER: counts owned seeds but does not move them:

- ClaimSeeds
- ChildClaimSeeds
- ClaimOwnSeeds
- ClaimBoardSeeds

TAKER: seeds not in children are claimed and moved to stores:

- TakeOwnSeeds
- TakeOnlyChildNStores
- TakeAllUnclaimed

DIVVY: unclaimed seeds are split between players:

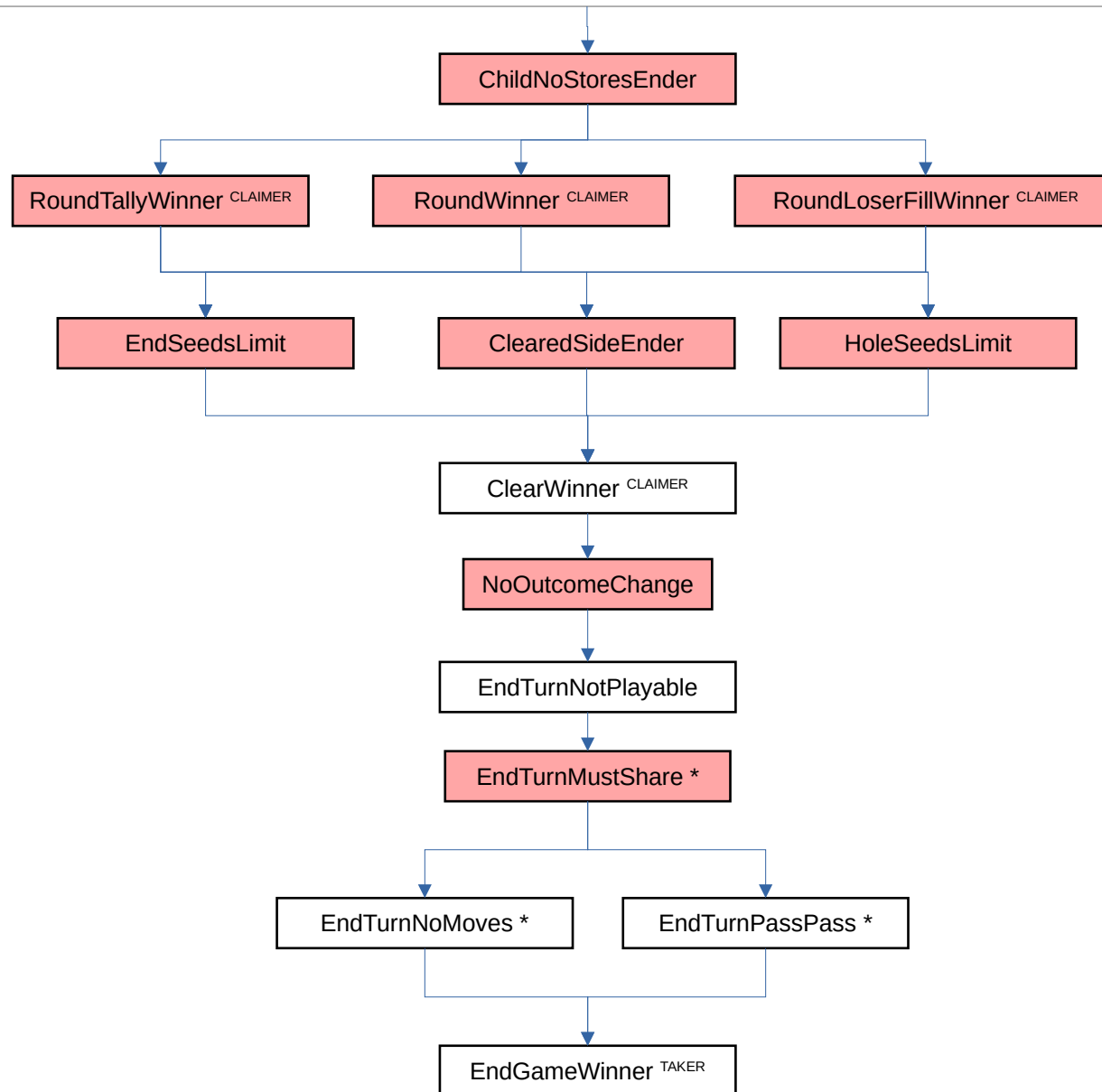
- DivvySeedsStores
- DivvySeedsChildOnly

Note:

\* Uses get\_allowable\_holes

# Non-Eliminate Ender Deco Chain

Non-Elim Ender Deco



# Eliminate Ender Deco Chains

