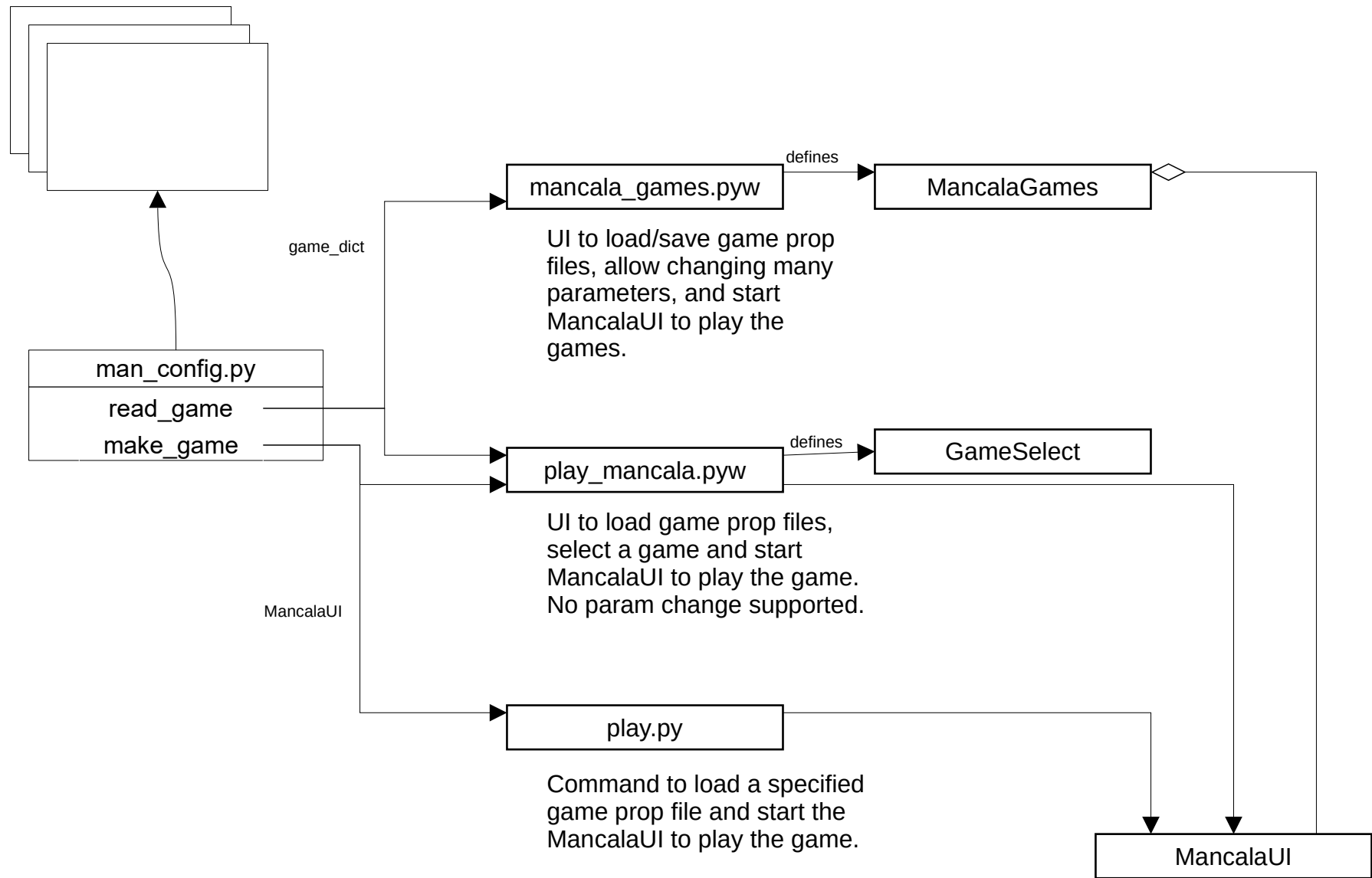
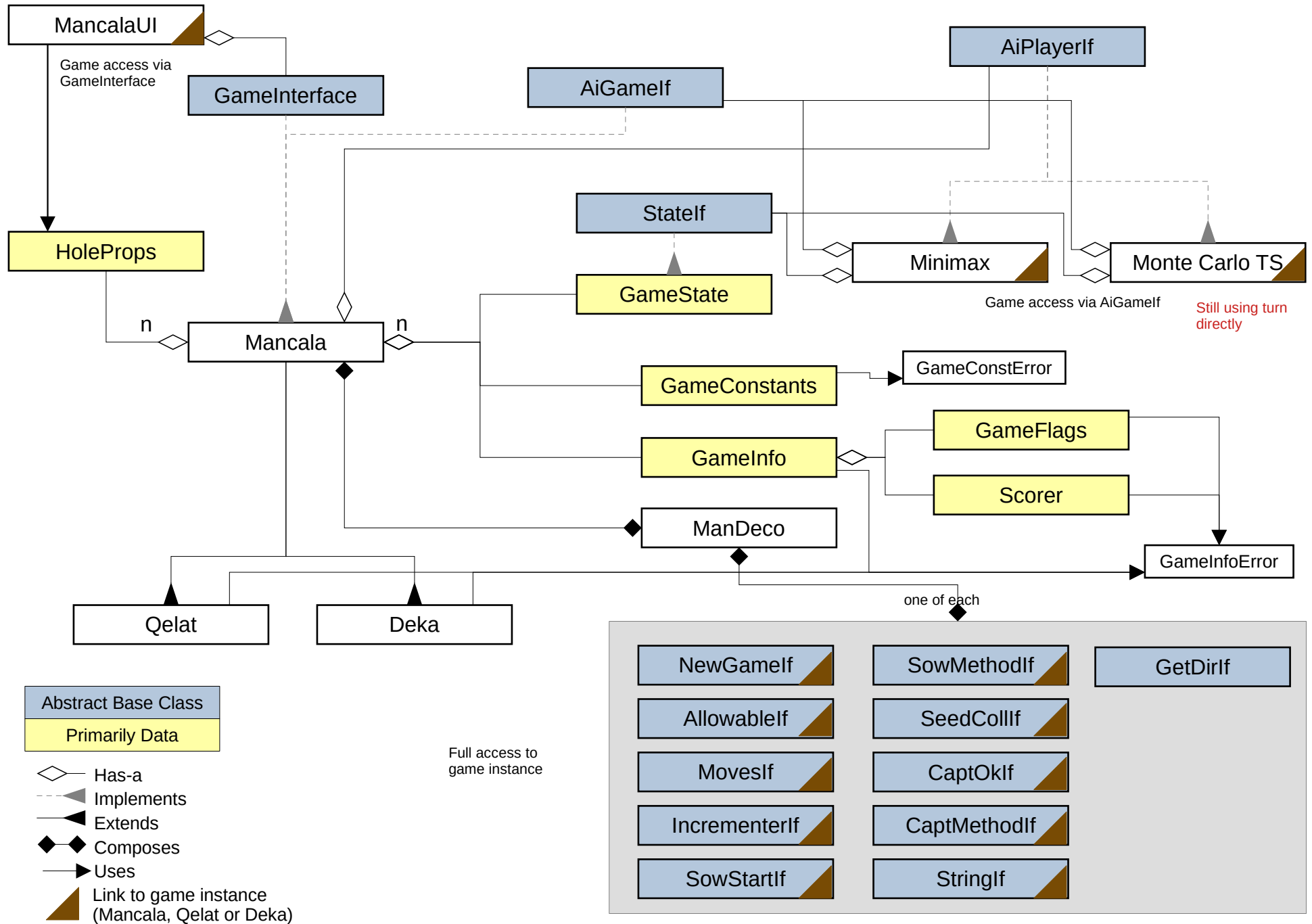


Mancala Games

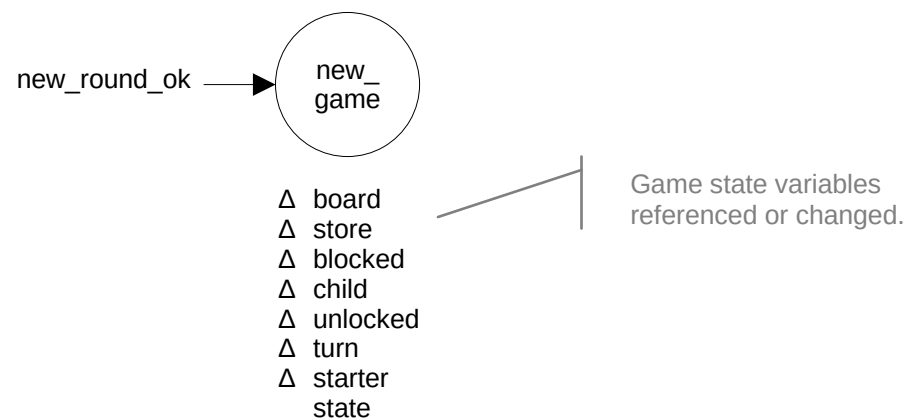
Game Property Files



Mancala Game Classes

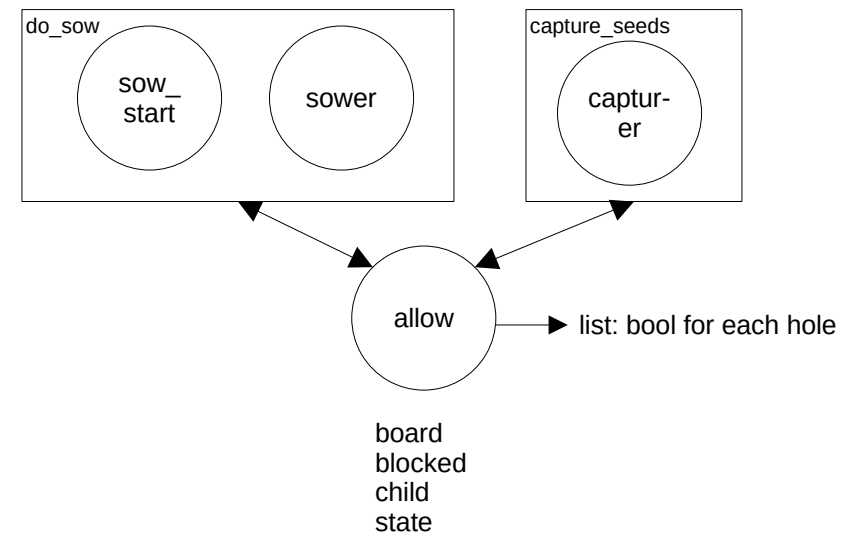


new_game.py



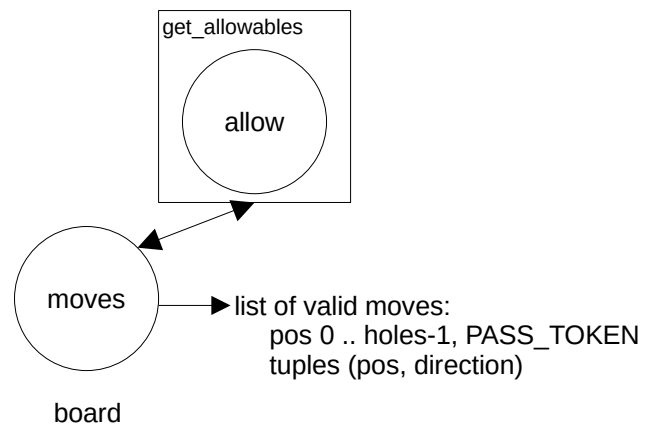
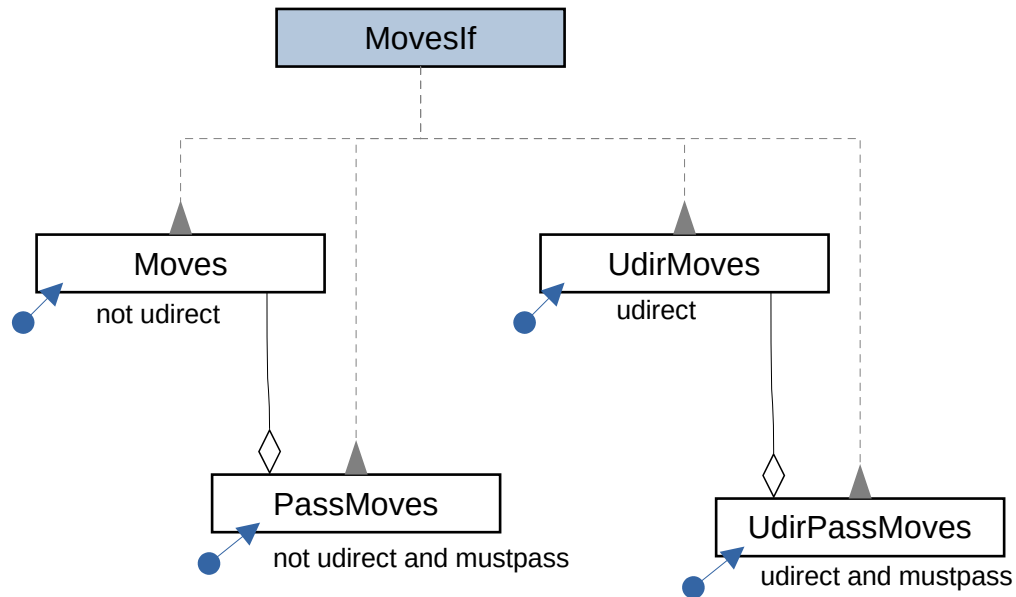
Δ game state changed

allowables.py



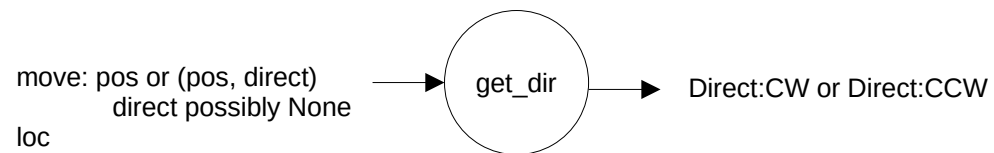
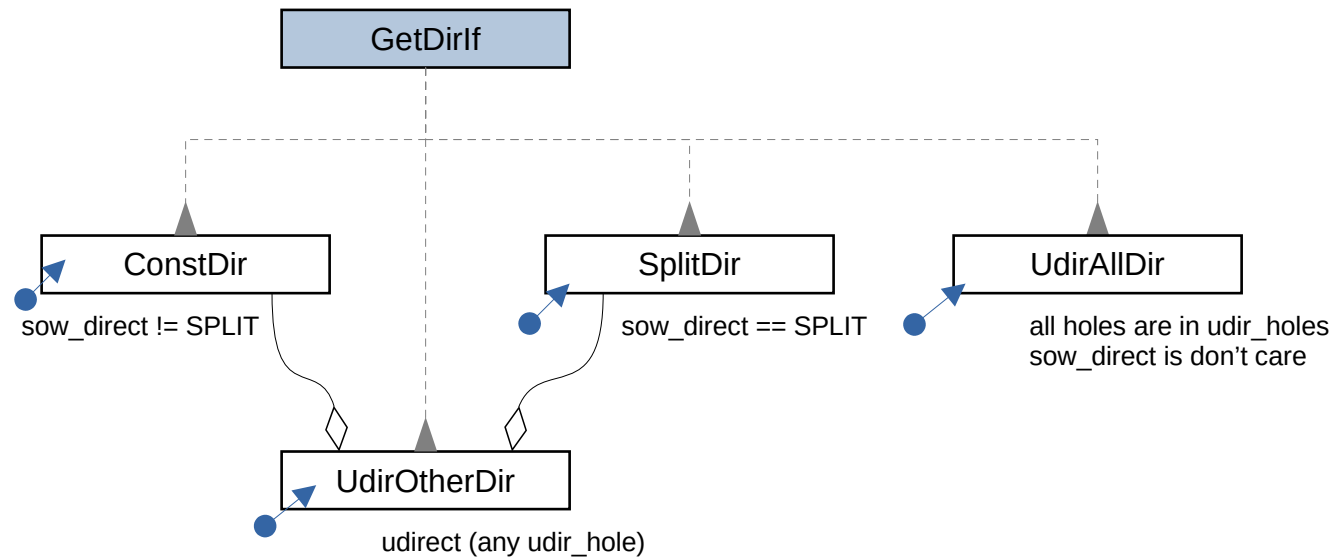
Get Moves Classes and Deco

`get_moves.py`



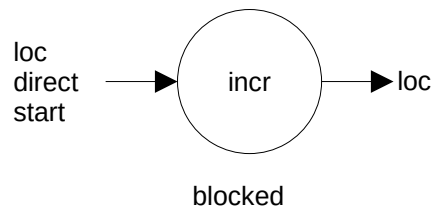
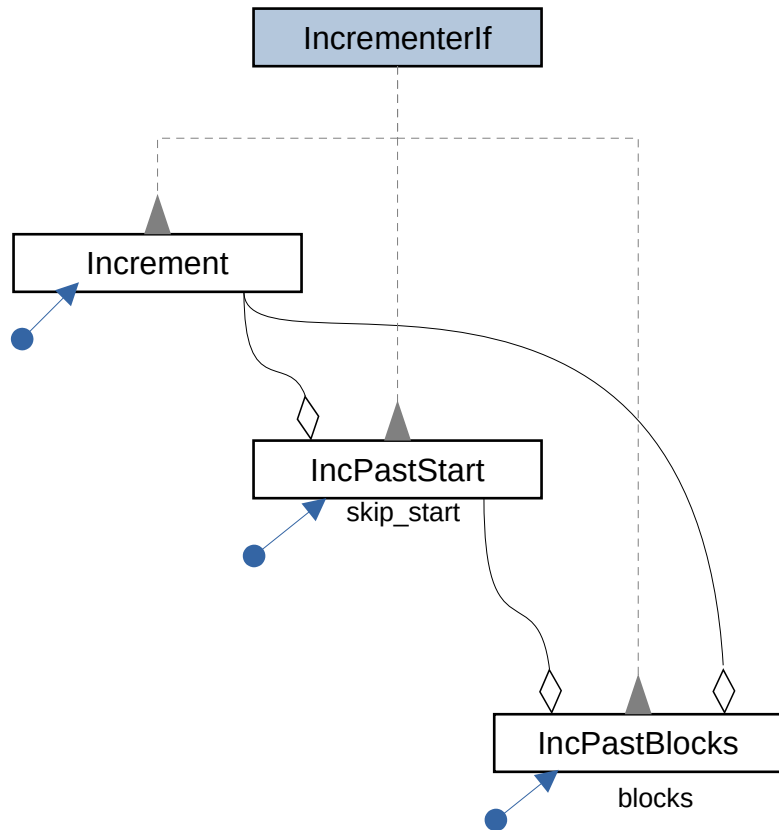
Get Direction Classes and Deco

[get_direction.py](#)



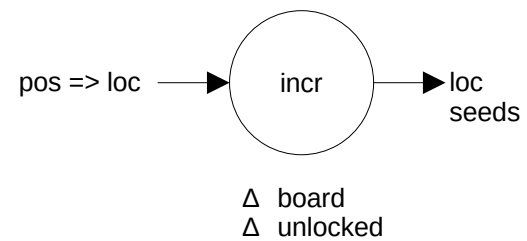
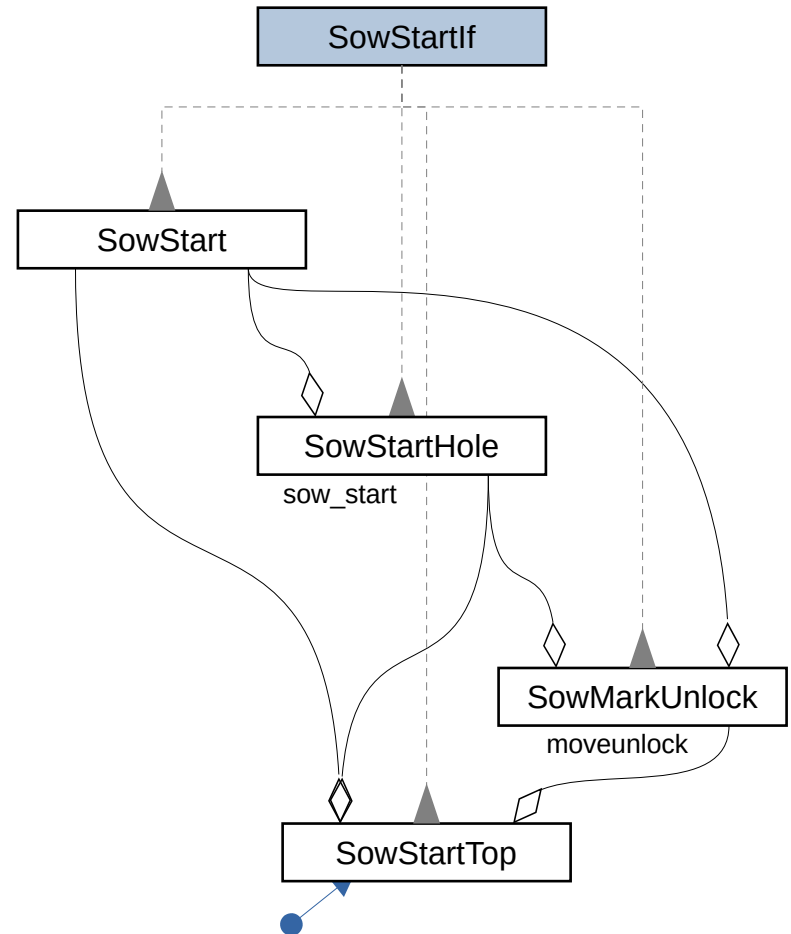
Incrementer Classes and Deco

incrementer.py



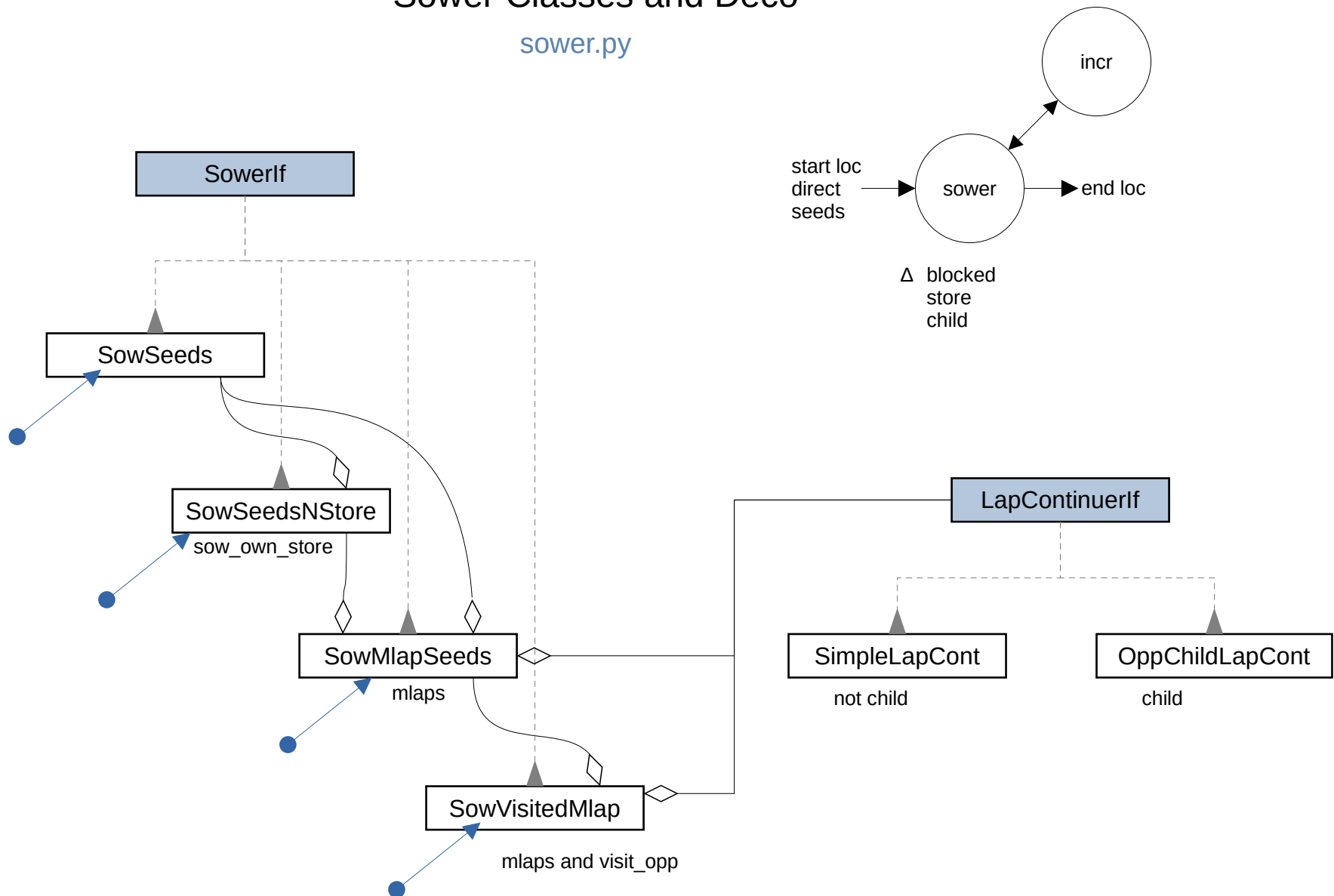
Sow Starter Classes and Deco

sow_starter.py



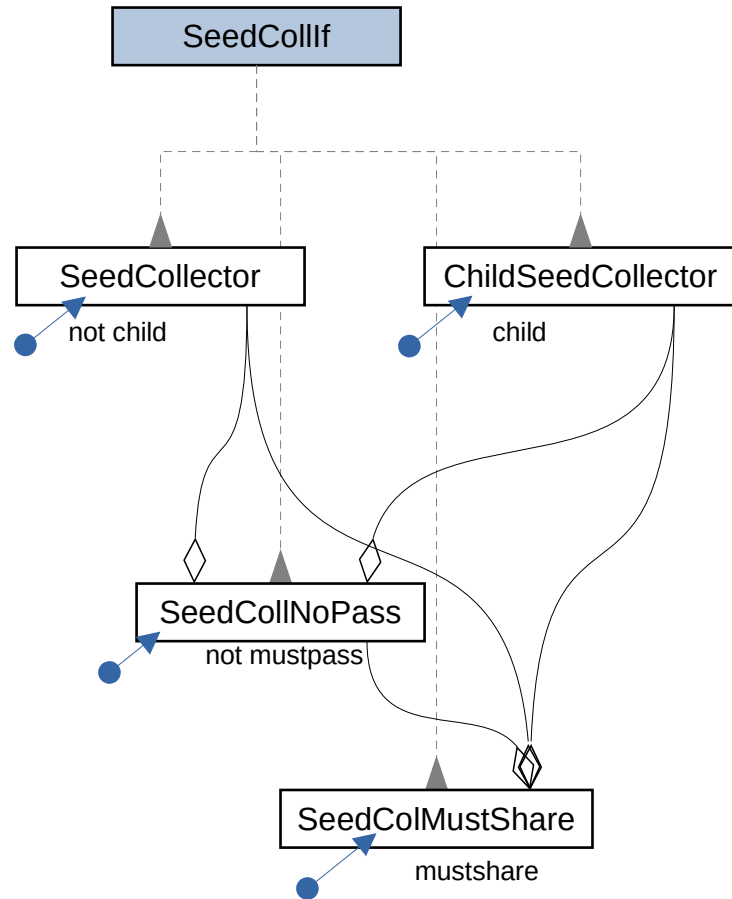
Sower Classes and Deco

sower.py

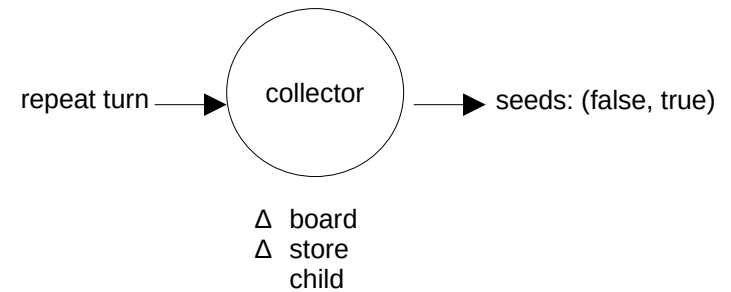


Seed Collector Classes and Deco

[seed_collector.py](#)

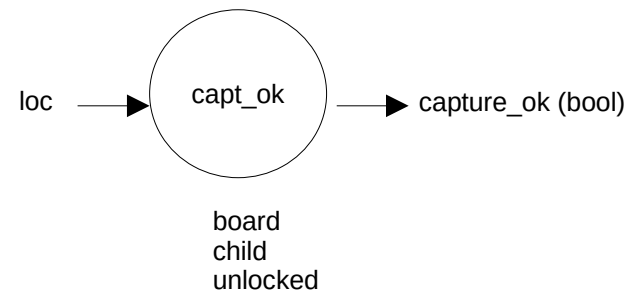
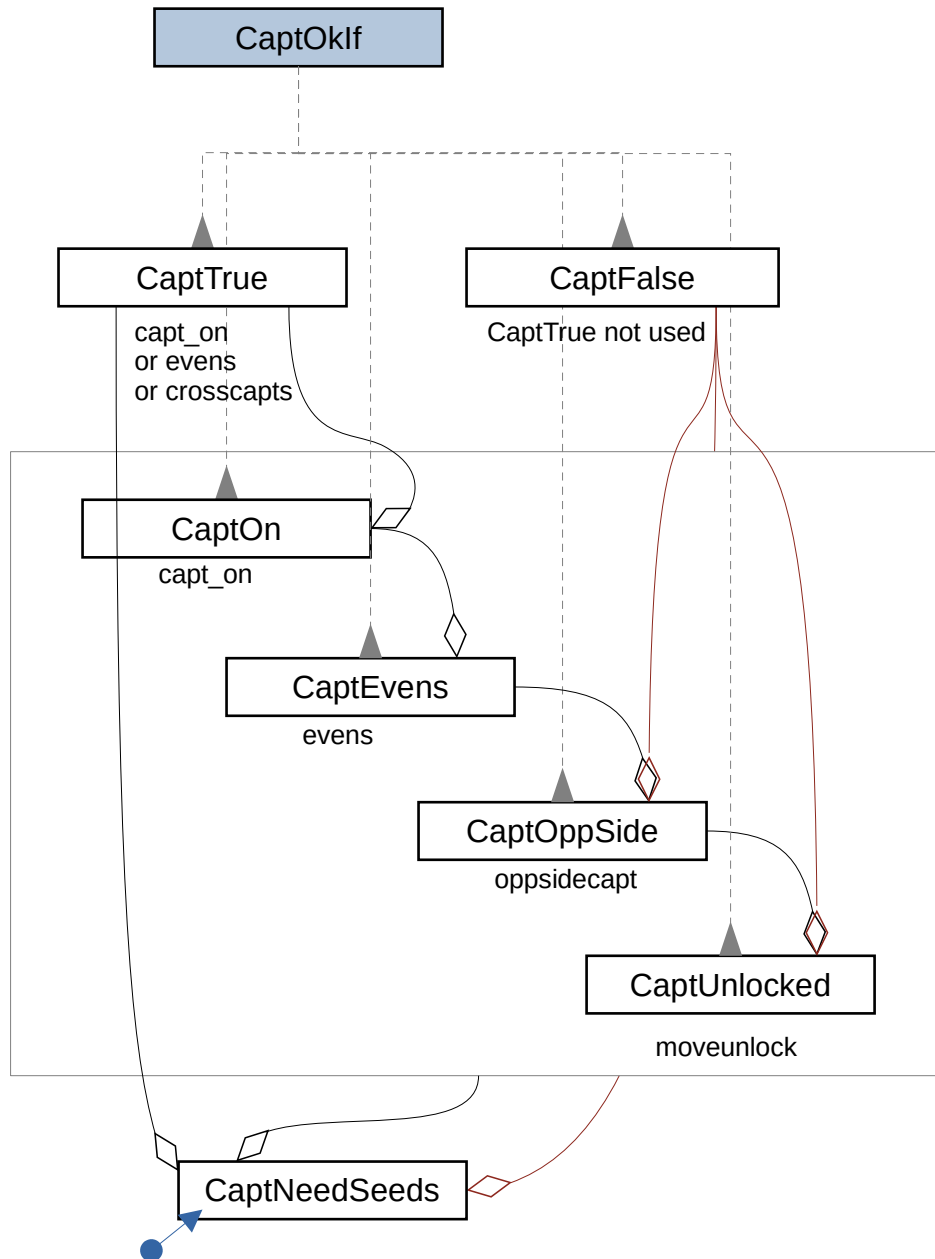


This deco chain used as a first step in determining if the game is over and/or there is a win/tie. Each deco can decide that the game is over.



Capt Ok Classes and Deco

[capt_ok.py](#)



Each element in chain is optional based on specified conditions. The link goes to the next deco that applies. The deco chain that ends in `CaptTrue` are effectively anded together. The `CaptFalse` doesn't really make sense.

Capturer Classes and Deco

[capturer.py](#)

