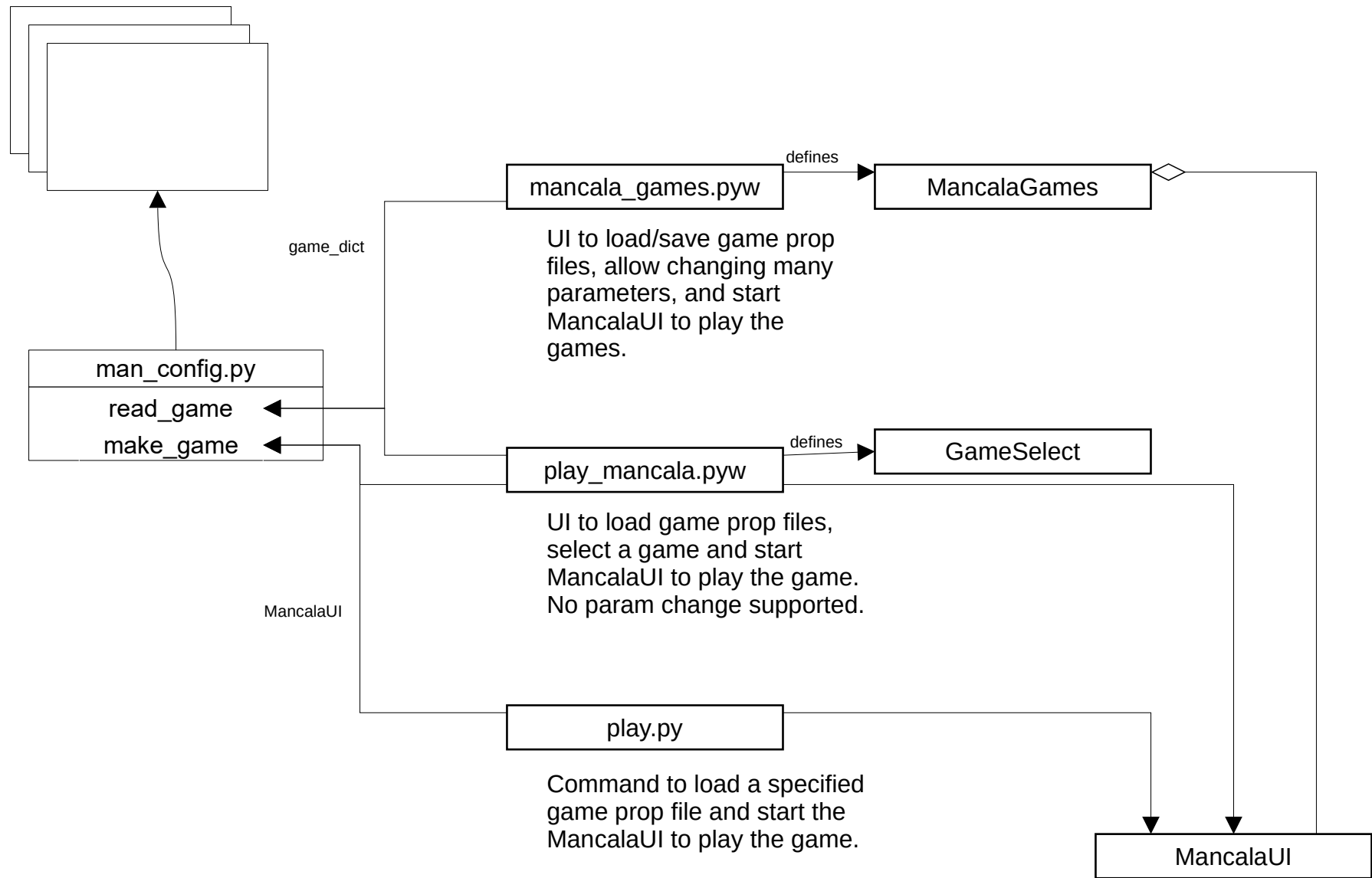
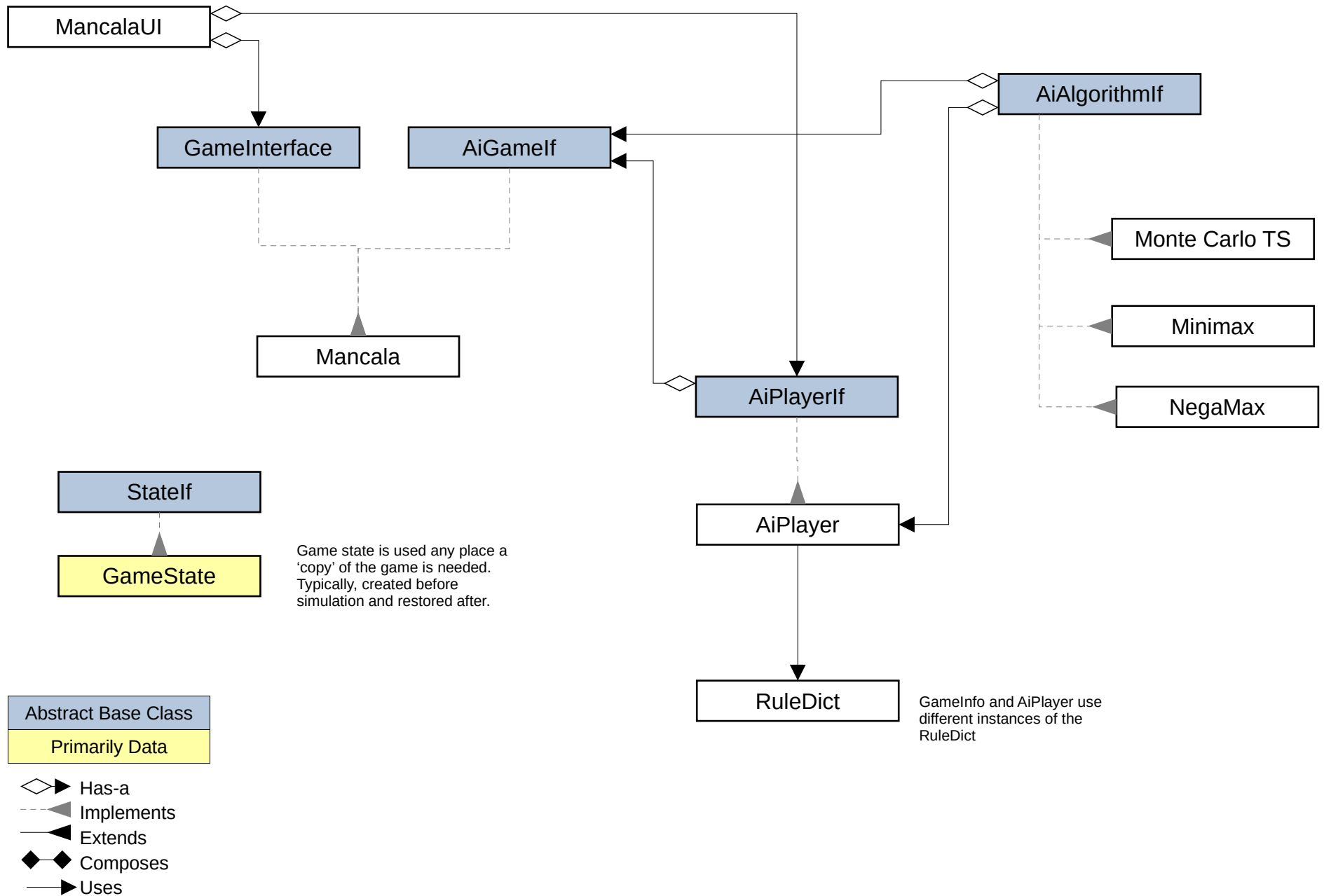


# Mancala Games

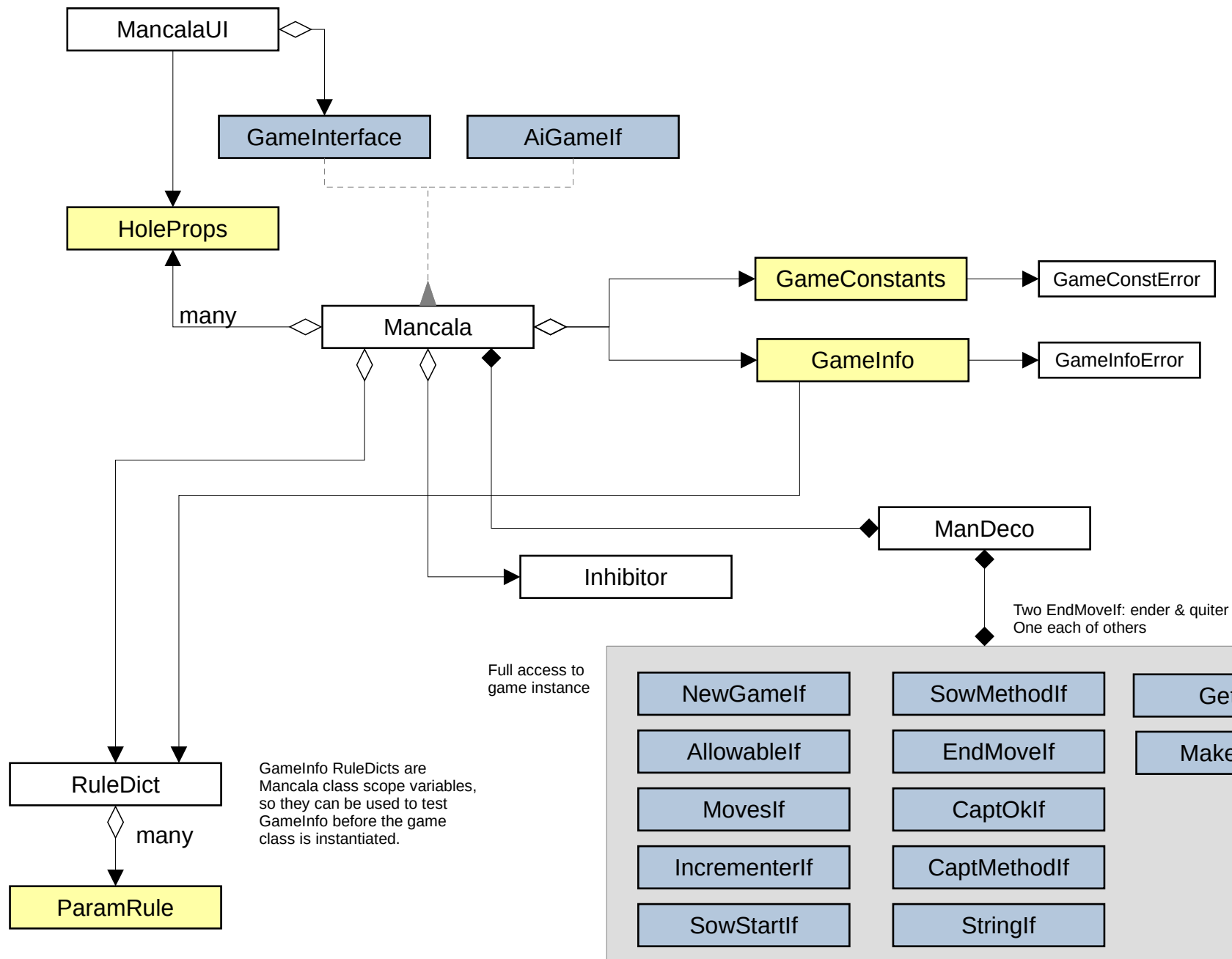
## Game Property Files



# Mancala UI, Mancala & AI Classes



# Mancala Classes



# Decorator Usage

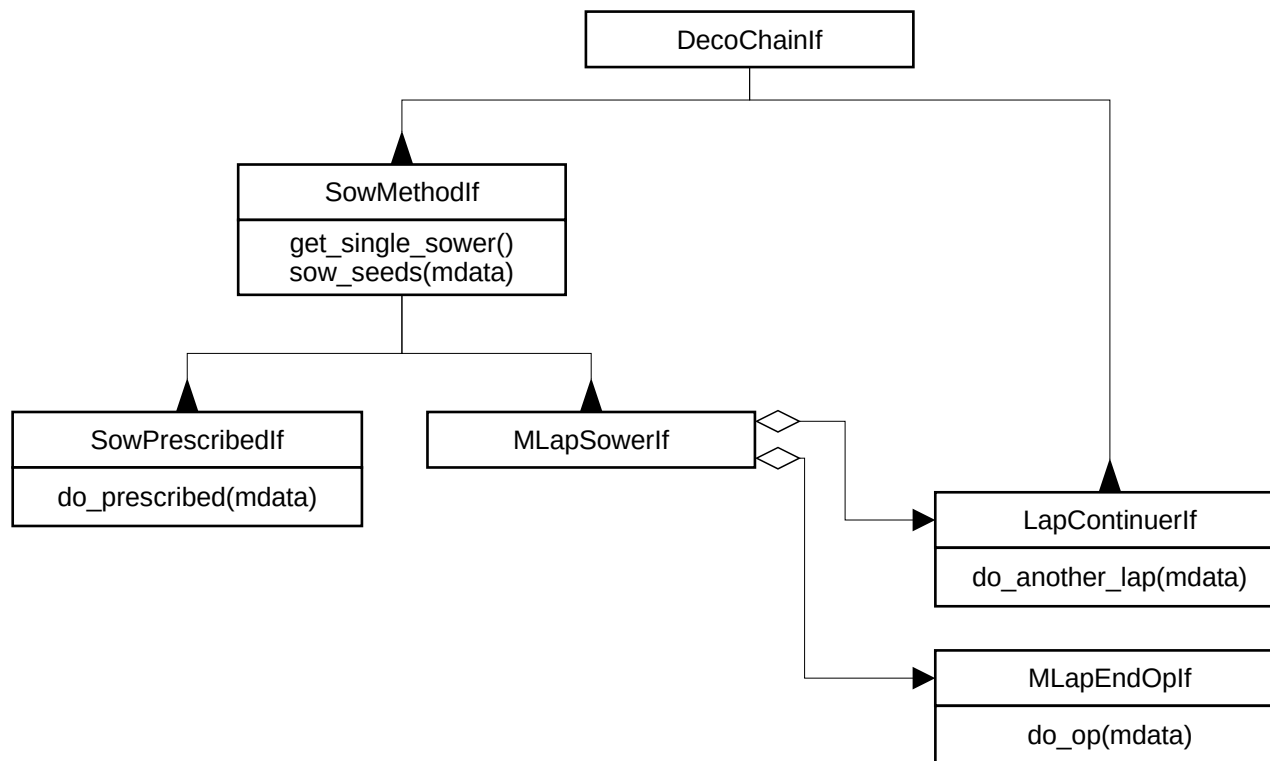
## Mancala Move Steps

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

# Sower Decorators



State variables:

Reads  
turn  
child  
mcount  
Changes  
board  
store  
blocked

Parameters:

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

Sower Deco

