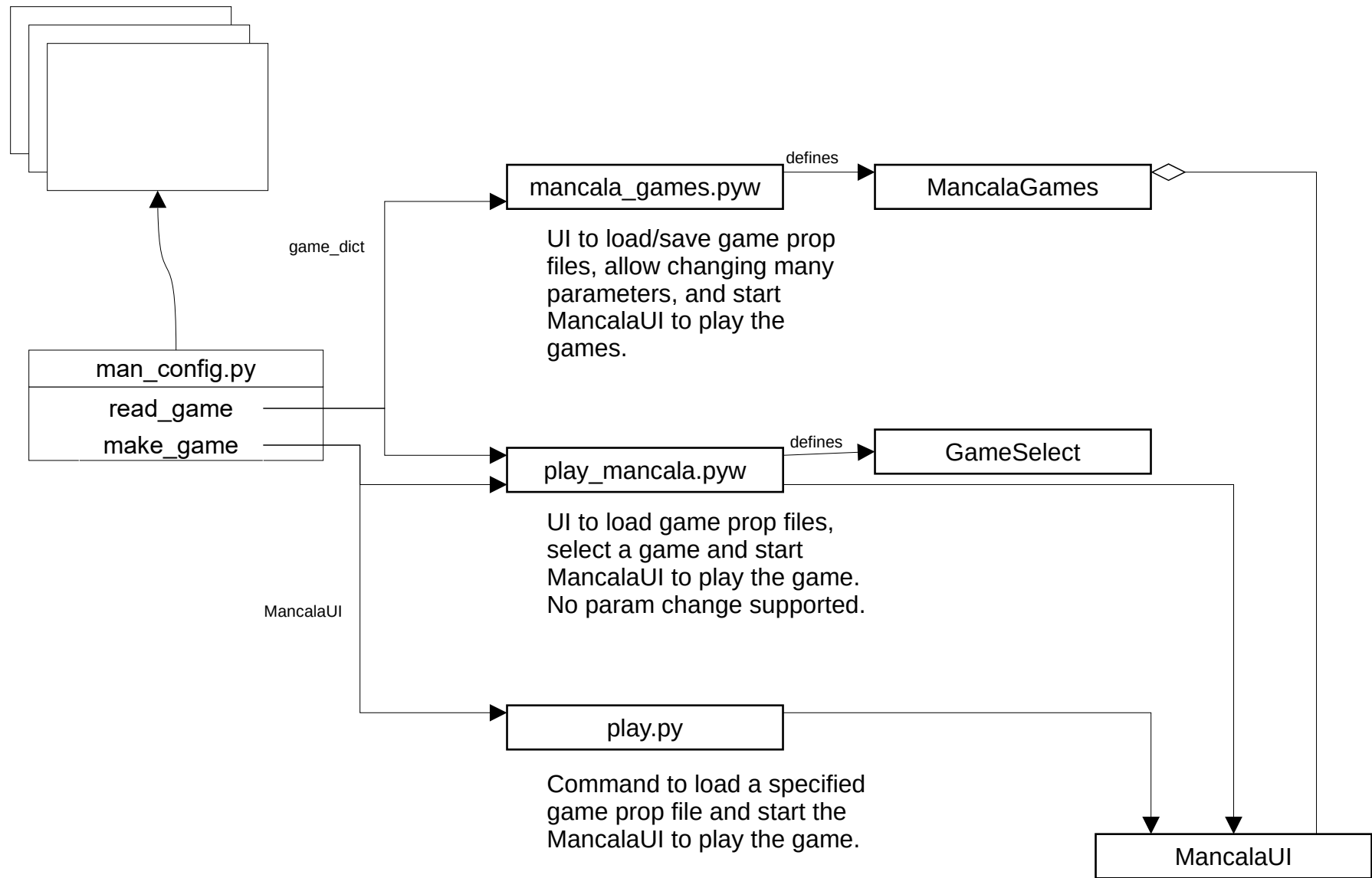
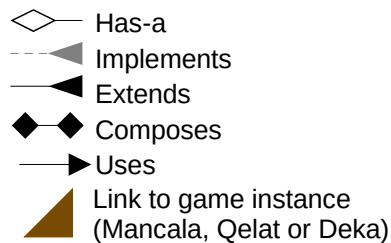
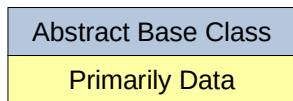
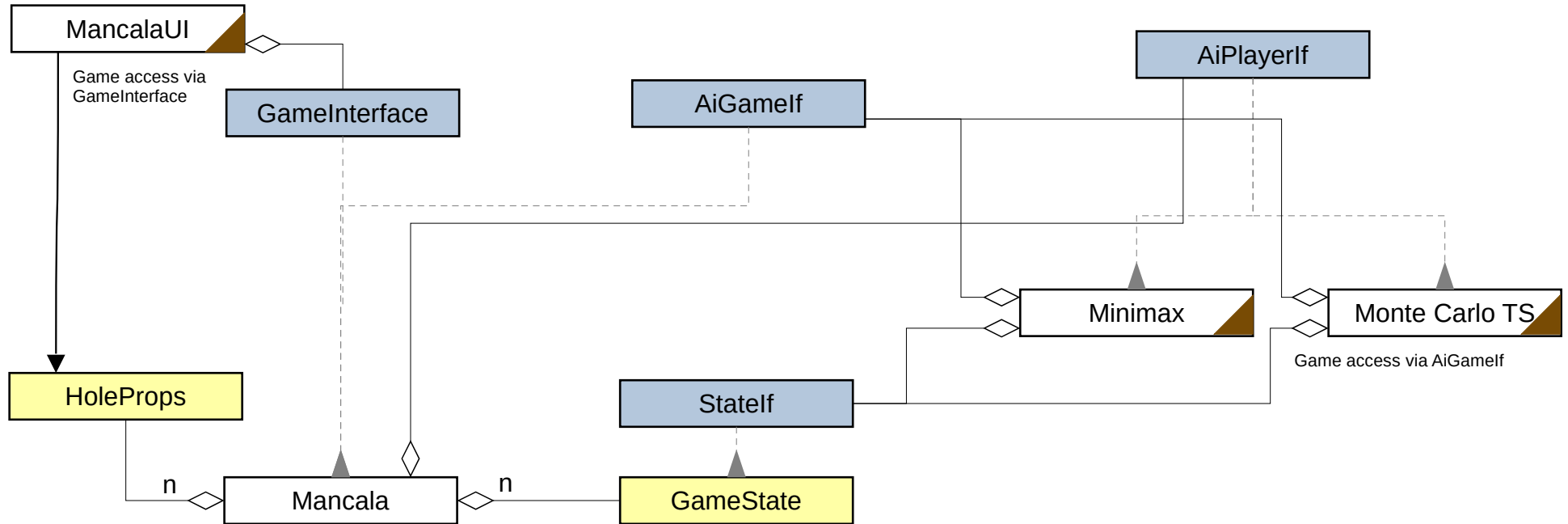


Mancala Games

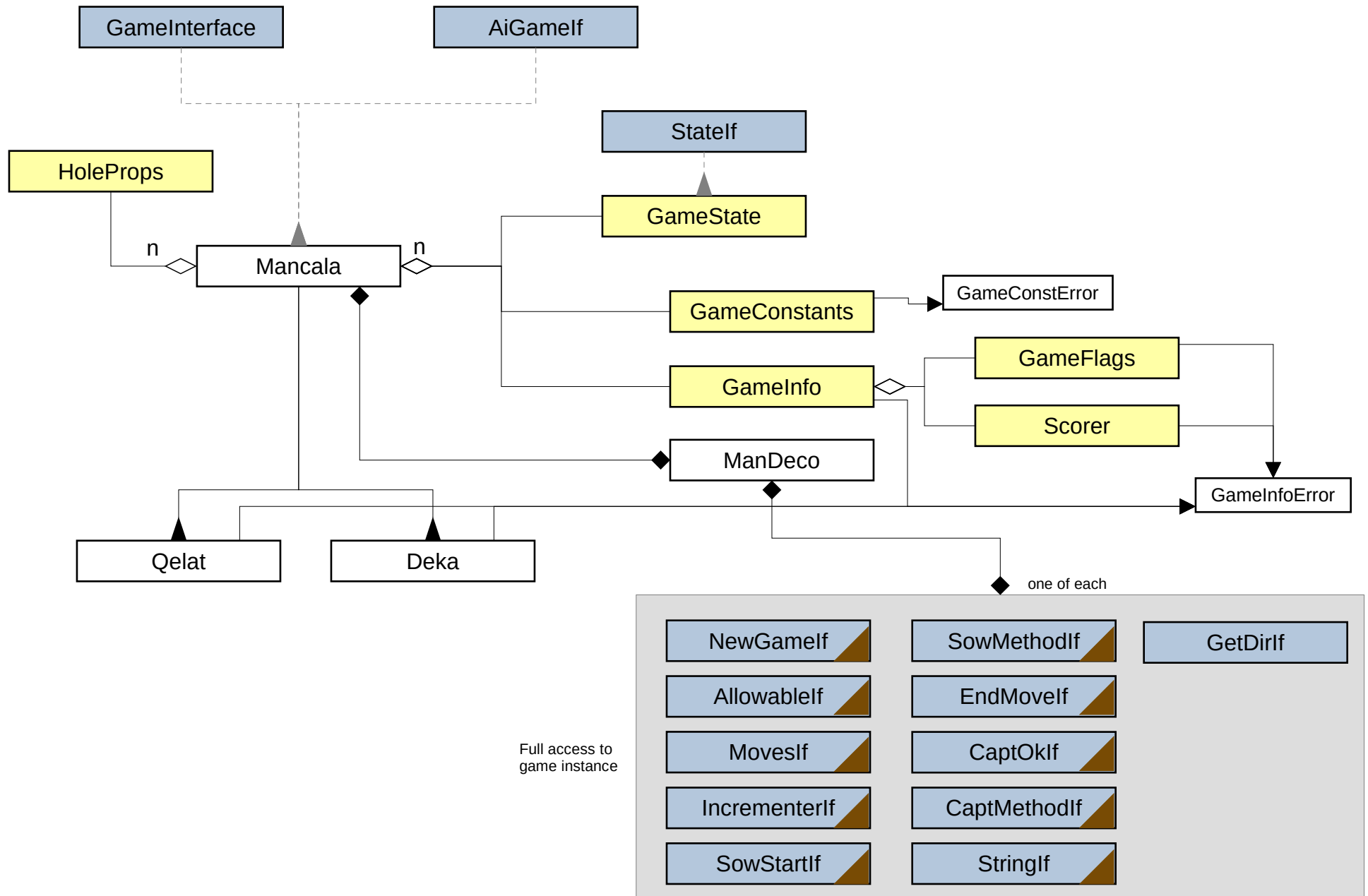
Game Property Files



Mancala UI & AI Classes



Mancala Game Classes



Decorator Usage

Mancala Move Steps

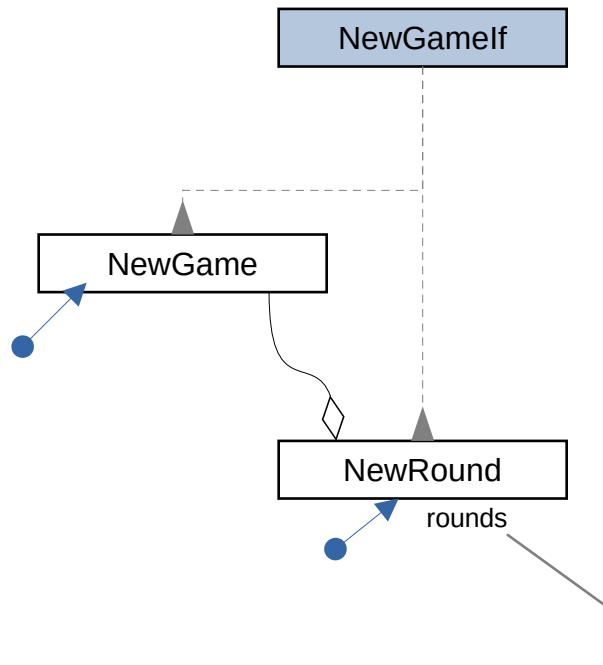
Mancala Methods (mancala.py)		Step Number	Description	Decorator(s)
move		1	Parse move & execute pass	
	do_sow	2	Start Sow (first hole, seeds)	sow_start
		3	Get Direction (CW or CCW)	get_direction
		4	Sow – drop seeds	sower & incr
	capture_seeds	5	Capture Seeds	capt_ok, capturer & incr
	win_conditions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

Decorator Calls (non-move)

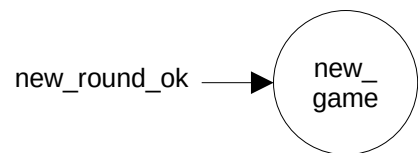
Interface	Method (mancala.py)	Decorator
GameInterface	new_game	new_game
GameInterface	get_allowable_holes	allowables
AIGamelf	get_moves	get_moves
not applicable	__str__	get_string

New Game Classes and Deco

new_game.py



Conditions for including
this decorator in the chain



Δ board
Δ store
Δ blocked
Δ child
Δ unlocked
Δ turn
Δ starter
state

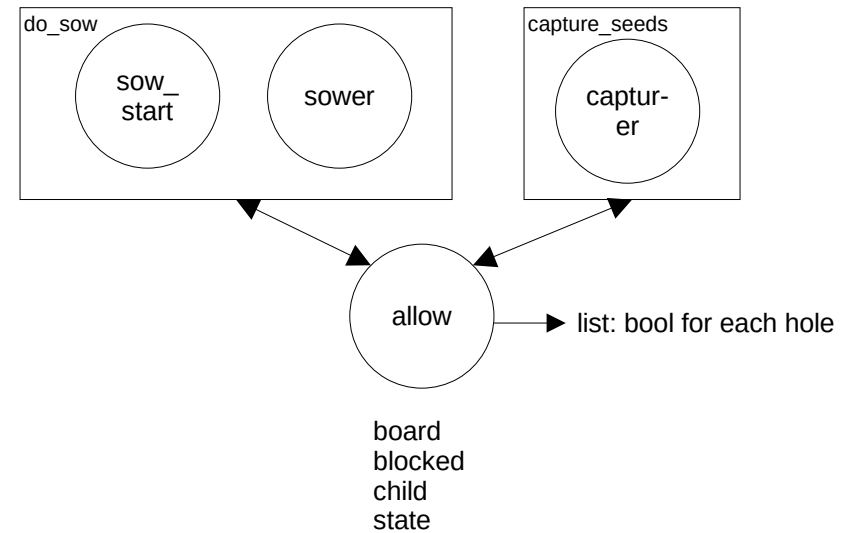
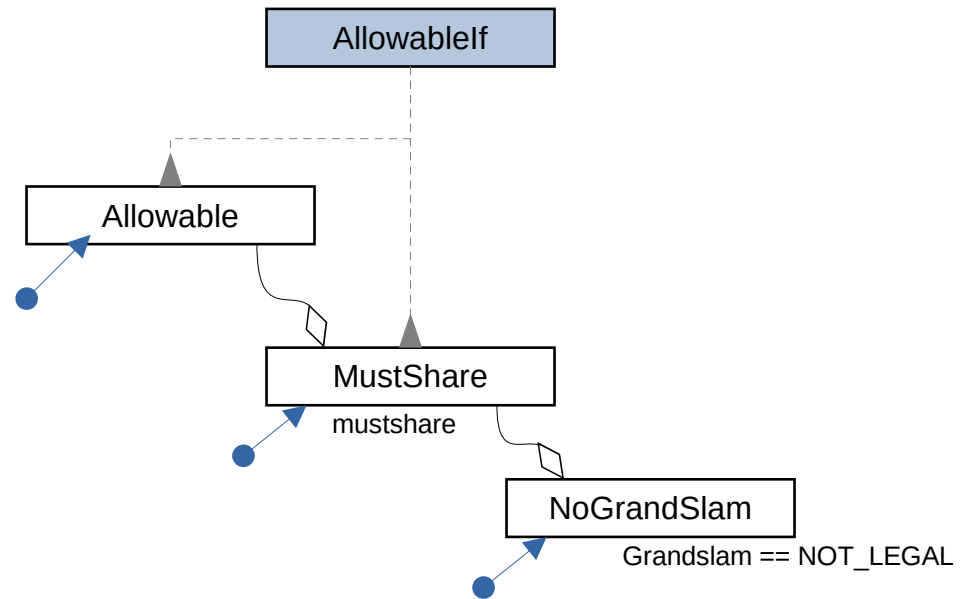
Game state variables
referenced or changed.

● Possible decorator chain start

Δ game state changed

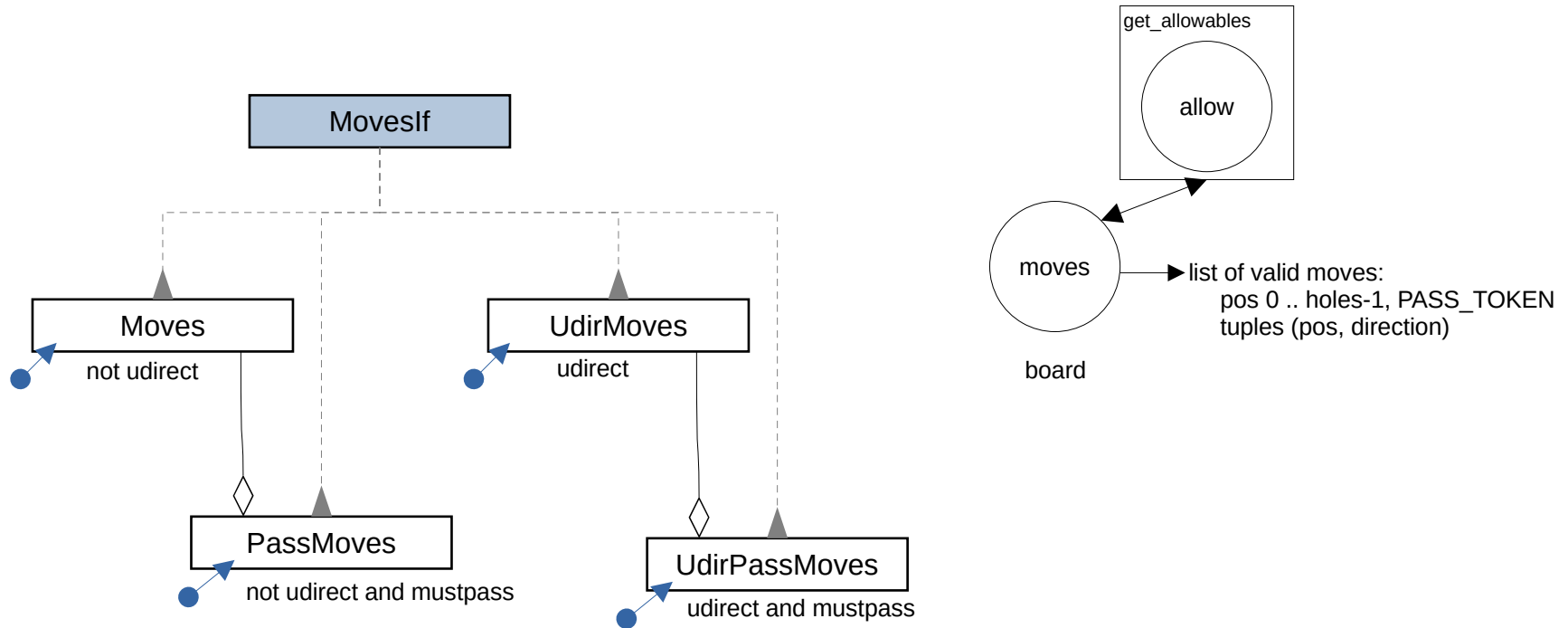
Allowable Classes and Deco

allowables.py



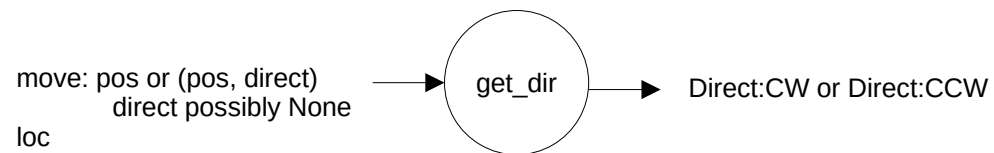
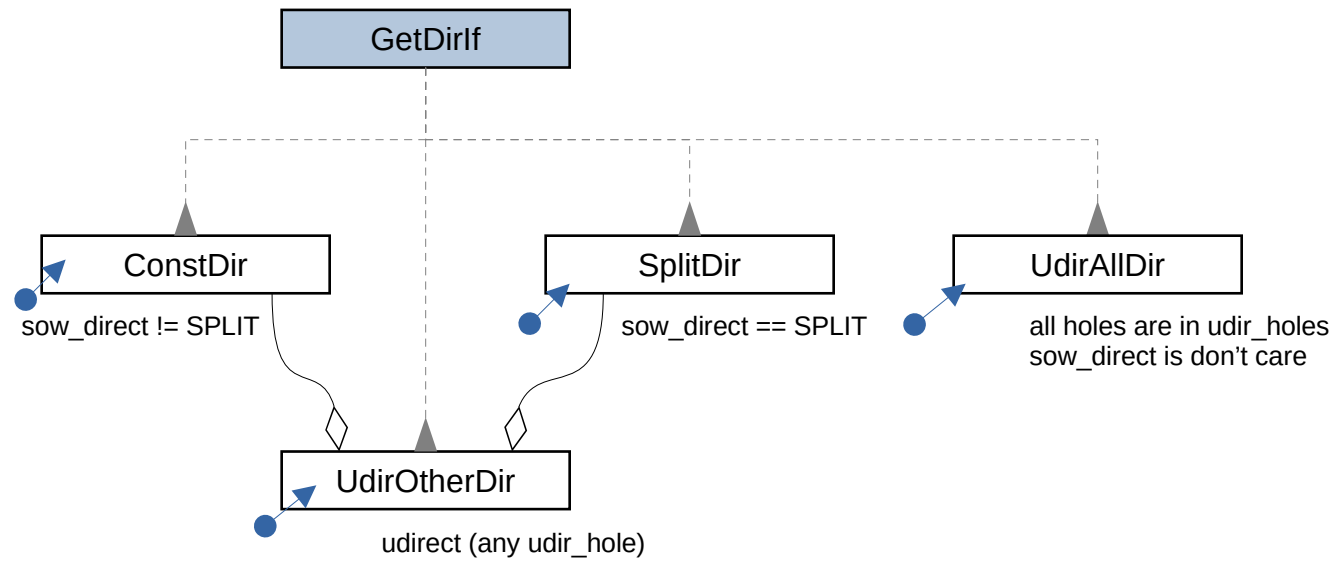
Get Moves Classes and Deco

[get_moves.py](#)



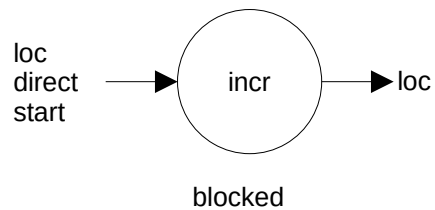
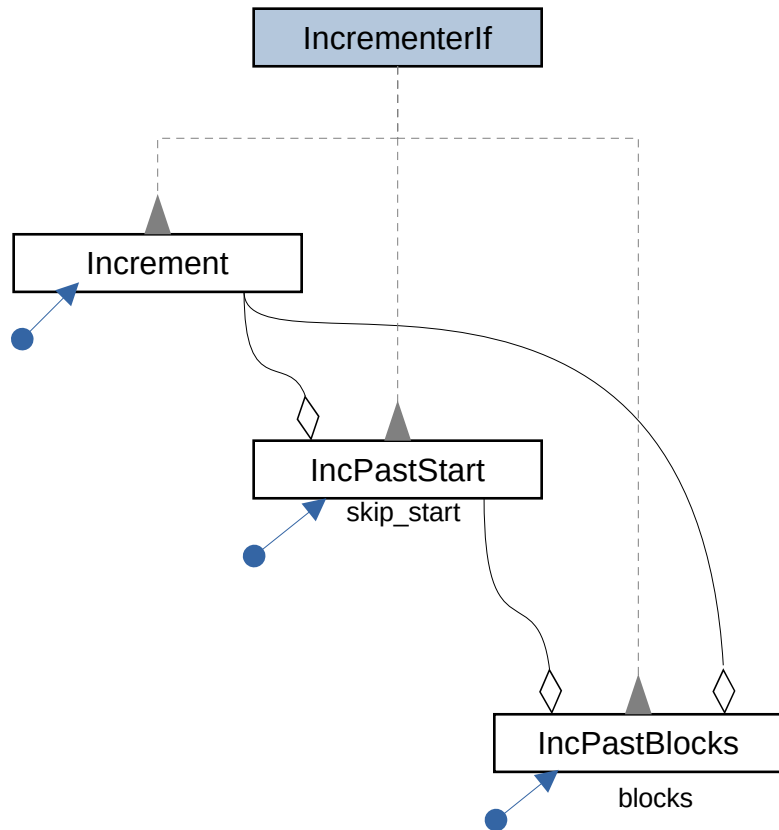
Get Direction Classes and Deco

[get_direction.py](#)



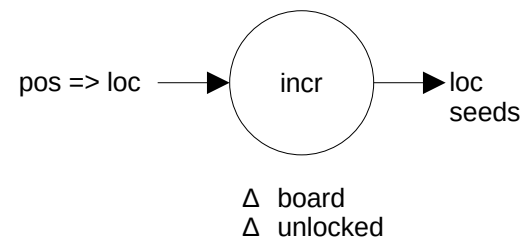
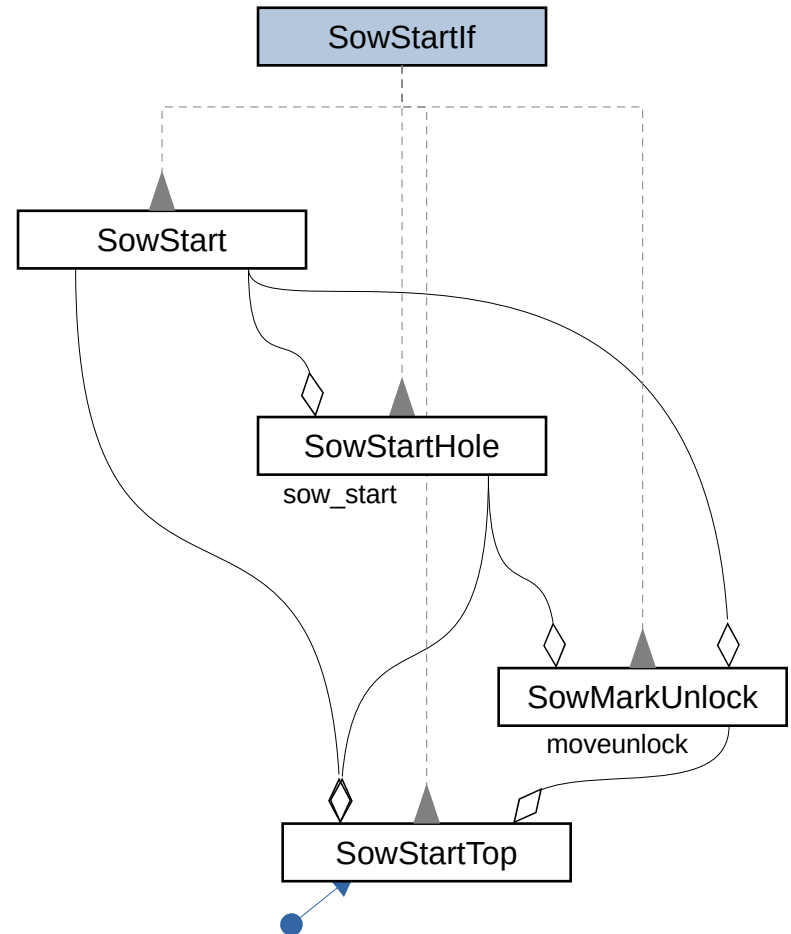
Incrementer Classes and Deco

incrementer.py



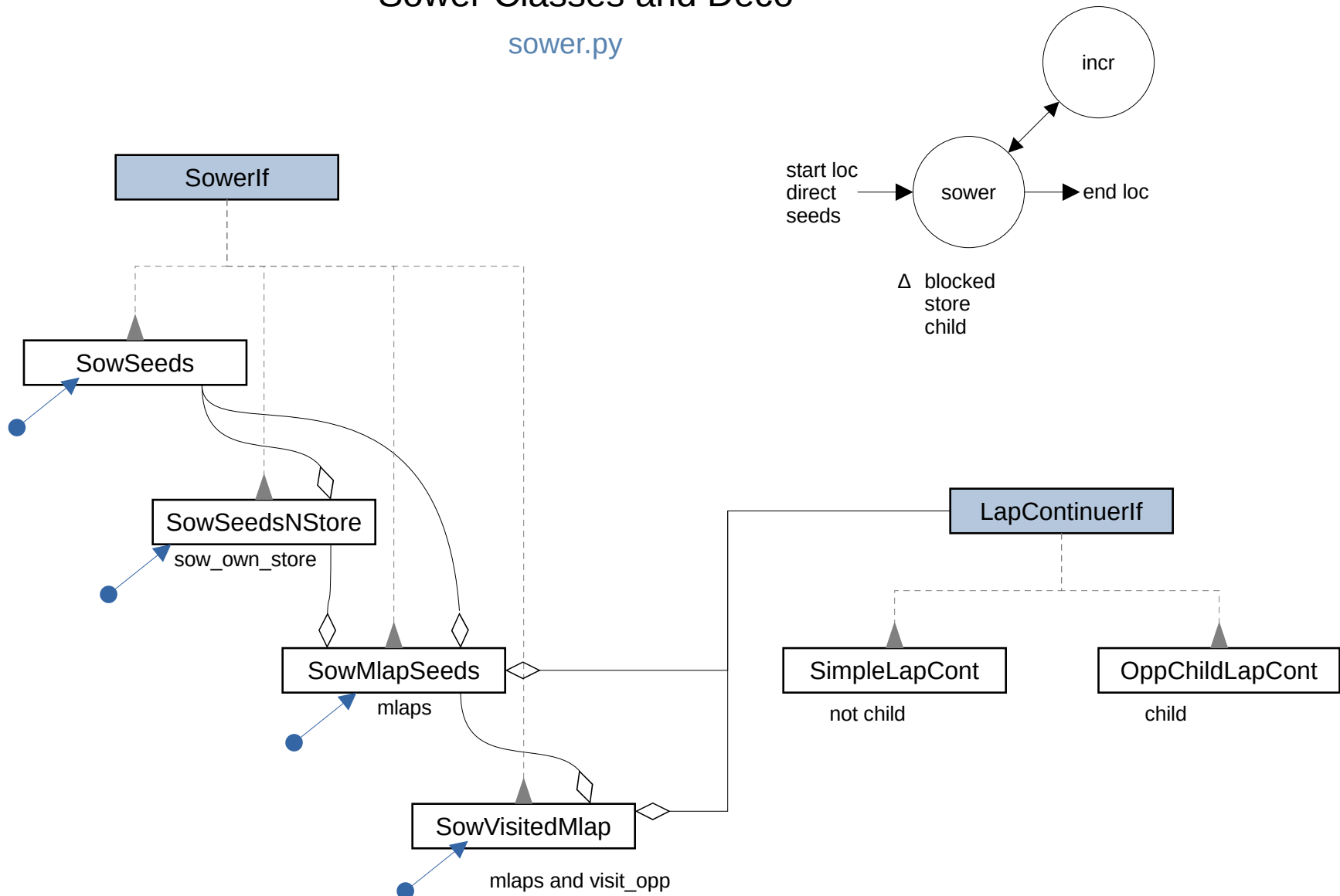
Sow Starter Classes and Deco

sow_starter.py



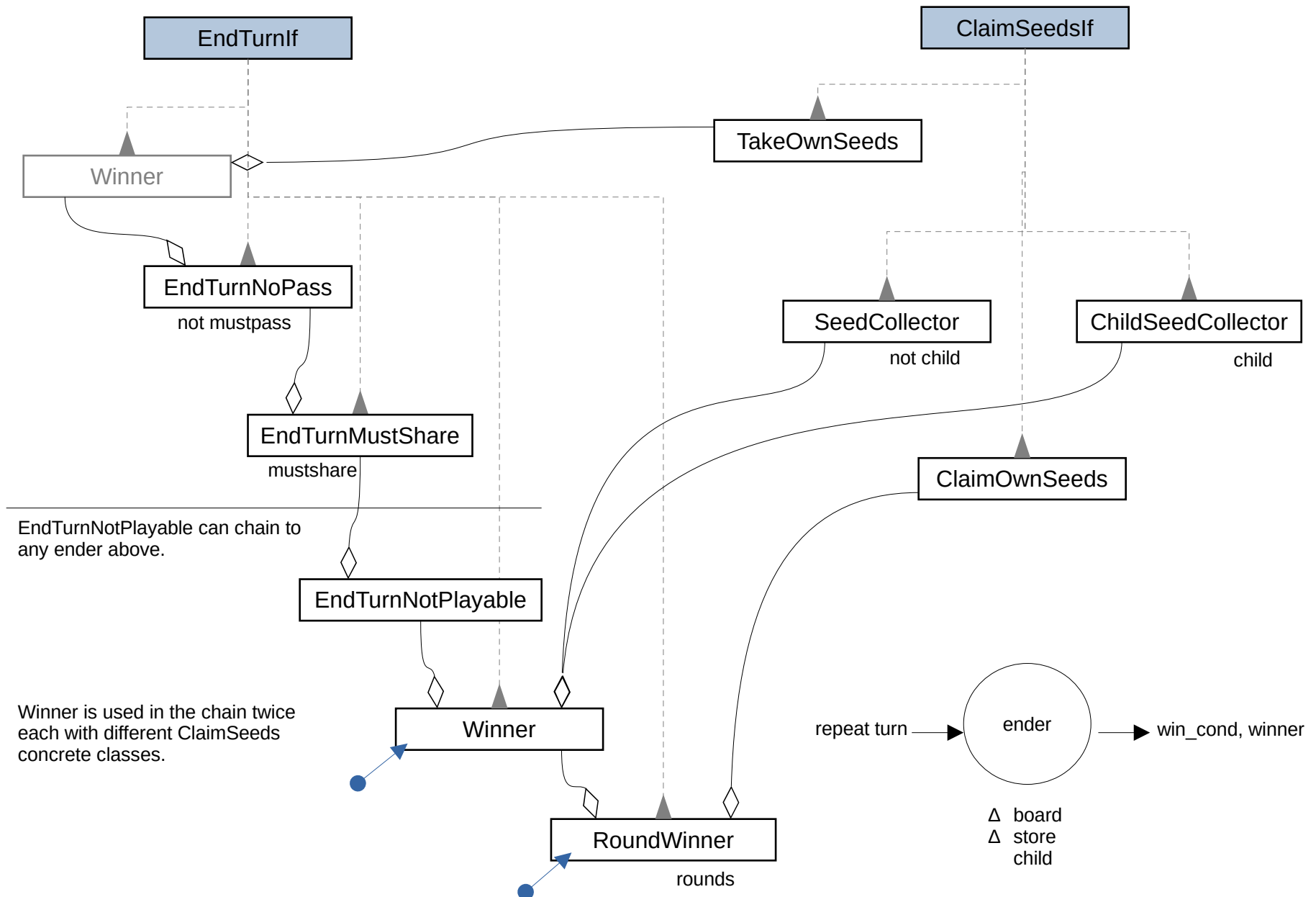
Sower Classes and Deco

sower.py



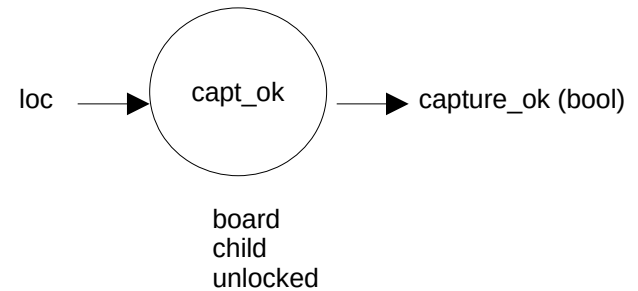
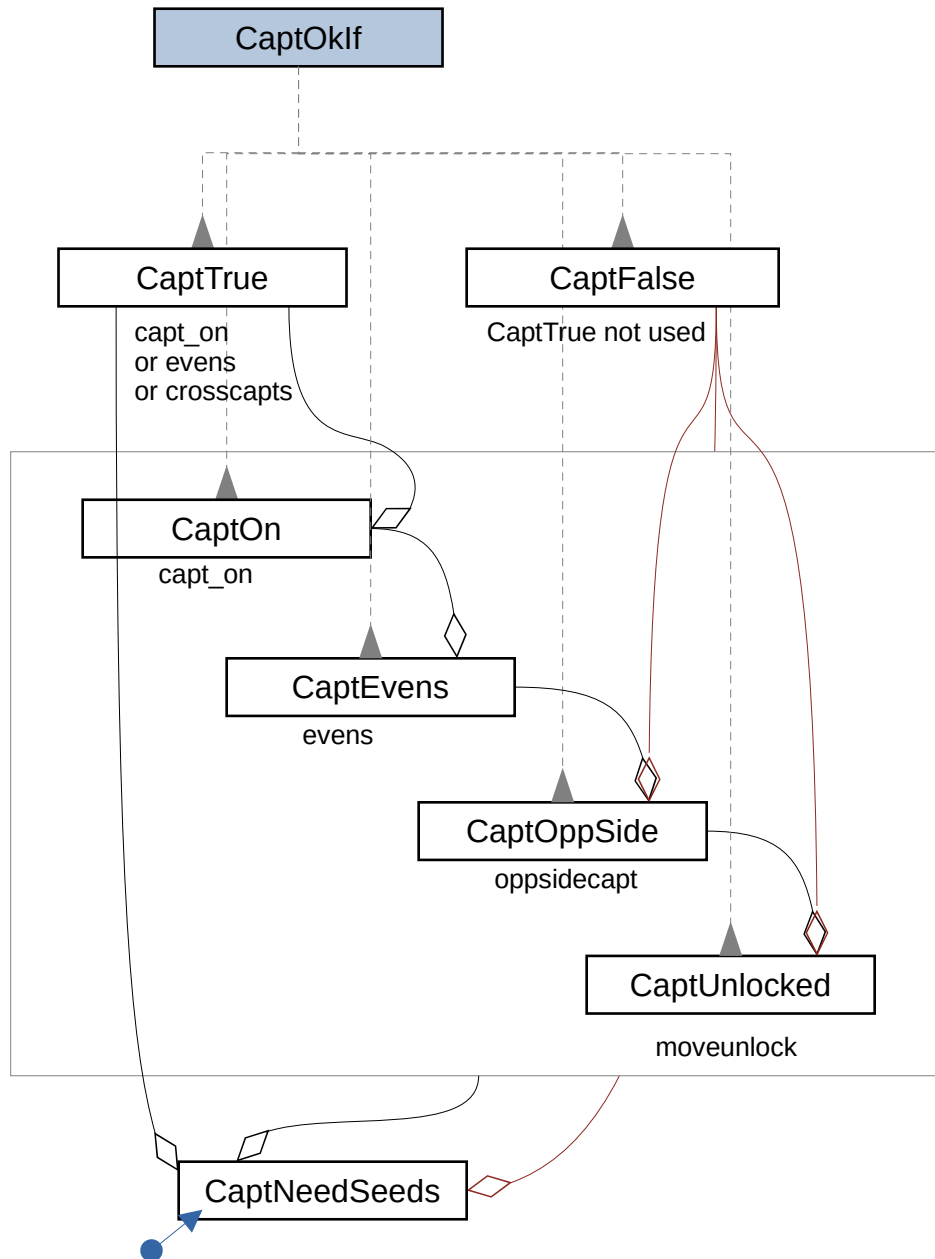
Move Ender Classes and Deco

end_move.py



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](#)

