Mancala

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by
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Overview

Mancala is a generic name for a family of 2-player turn-based strategy board games played with small stones or seeds and rows of holes or pits in the earth, a board or other playing surface. Versions of the game have been played for at least hundreds of years around the world.

This asset contains a fully playable game that can be played with another player on a hot sit mode or against three levels of AI: Easy, Normal or Hard.

Quick Setup

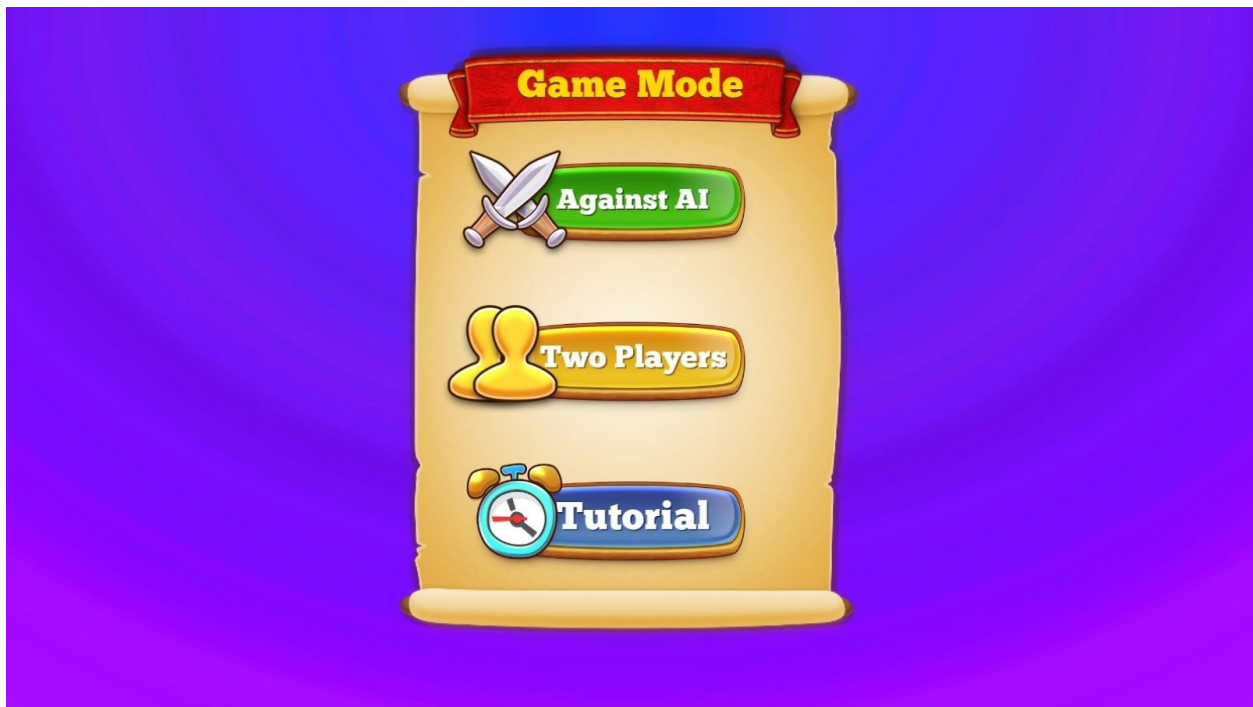Import this package into a new project.

Features

- 3 levels of Artificial Intelligence: Easy, Normal and Hard
- Hot sit mode against another player
- 4 different Mancala Boards with their own materials (wood, glass and gold) on two different models
- Full Animated Tutorial on how to play Mancala
- 9 different stones with their own materials (wood, glass, gold, rust)
- Distinct collision sounds on different materials
- 3 different scenes for each difficulty mode
- Configurable and expandable boards, stones and scenes
- Animated preloader to transition between scenes

Main Menu

Mancala have a basic Main Menu that contains the following elements:
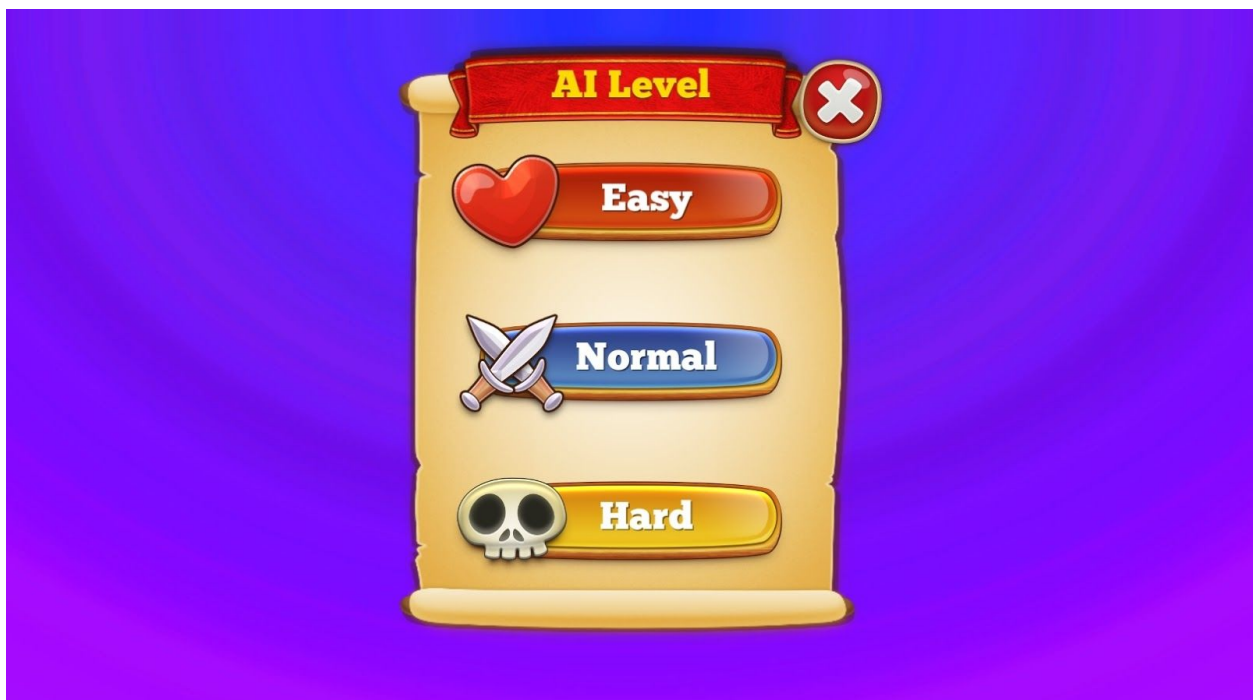
- Against AI - Opens the Difficulty selection menu
- Two Players - Starts the game on Hot Sit mode
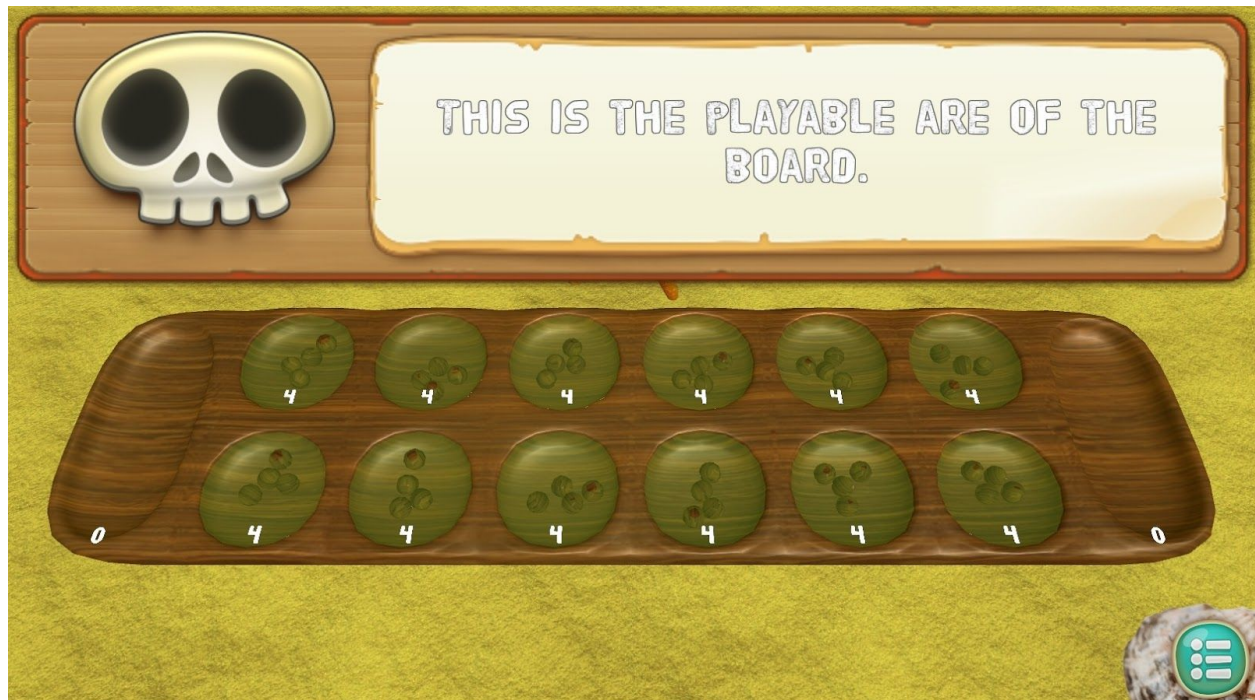- Tutorial - Starts the game on tutorial mode

Difficulty Selection

Here the player can select the AI difficulty level. Contains the following elements:

- Easy - Starts the game on Easy Mode. AI tends to select the worst possible moves
- Normal - Starts the game on Normal Mode. AI tends to randomize the possible moves
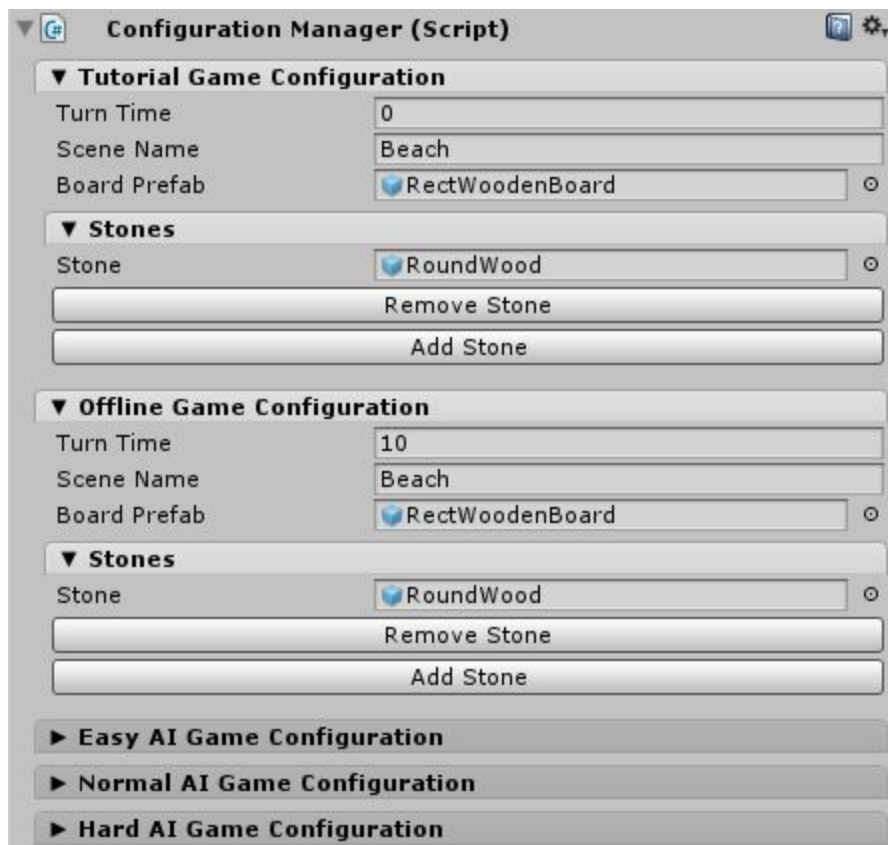- Hard - Starts the game on Hard Mode. AI tends to select the best moves

Tutorial

Tutorial consists on 10 steps teaching the player on how to start playing Mancala. Each step is scripted and animated with the game mechanics.

Configuration Manager

You can change the board, stones and scenes through the Configuration Manager Prefab.

- Turn time - Is it how much time each player have. After the time expires the game is over and the other player wins
- Scene name - Loads the scene by name
- Board Prefab - Board prefab for this configuration
- Stones - Stone prefab list. The game picks the stones randomly

Support

For further questions and support you can send me an email to: contact@niobiumstudios.com.

Check the Demo page: http://niobiumstudios.com/project/mancala/.

Don't forget to rate!