University of Tartu

Faculty of Mathematics and Computer Science

System Modelling

Mancala Project

User Manual

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Tartu, 2011

Version Control

| Date	Changes	Comments	Author
13.11	Using the application.	Instructions for beginner user.	Simo

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Using the application

- After running the application players must first choose their player names. These can be changed later so they might be also left blank at start. The maximum allowed length of a player name is 10 characters. Choosing a longer name won't change players name in game. Most characters are allowed to be used in a player name. Players' names are displayed over the players' big pits.
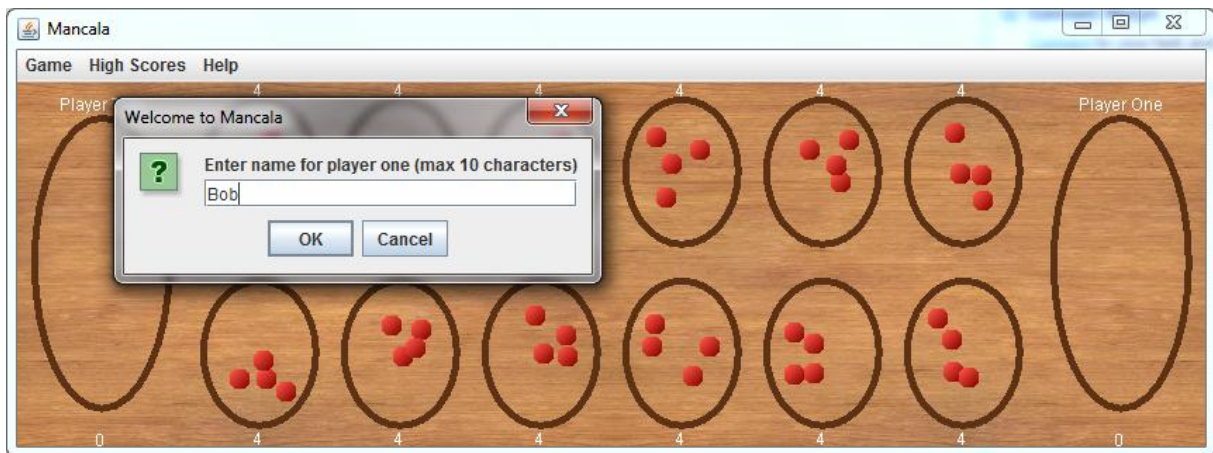

- The application has following menu structure:
    - Game
        - New game – a new game may be started at any time. There is no option to save a game so all information about previous game will be lost!
        - Change name – players can choose new player.
        - Exit – for safely closing the application.
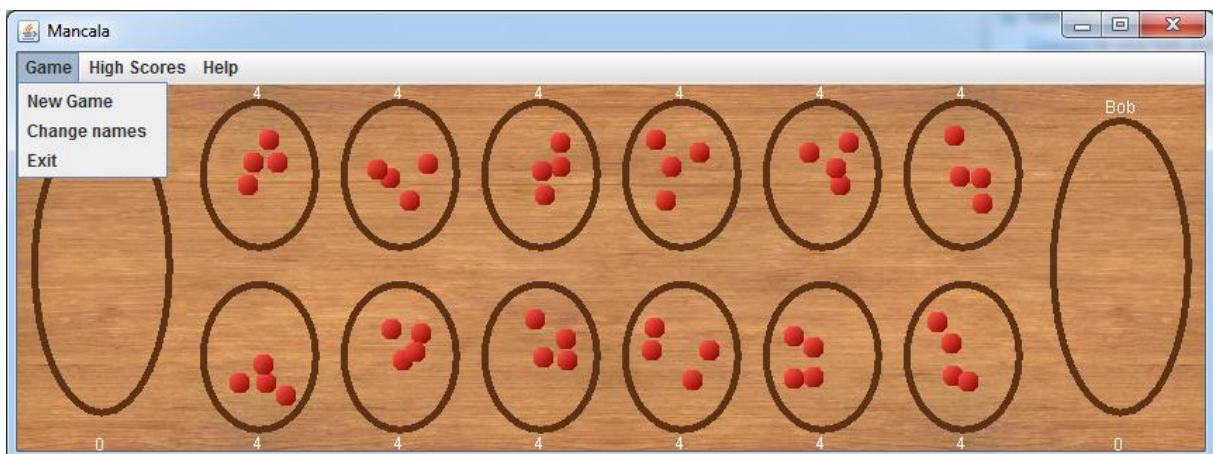
- o High Scores
  - Top 10 – best ten scores recorded since last reset.
  - Reset – empty the high scores table.
  -
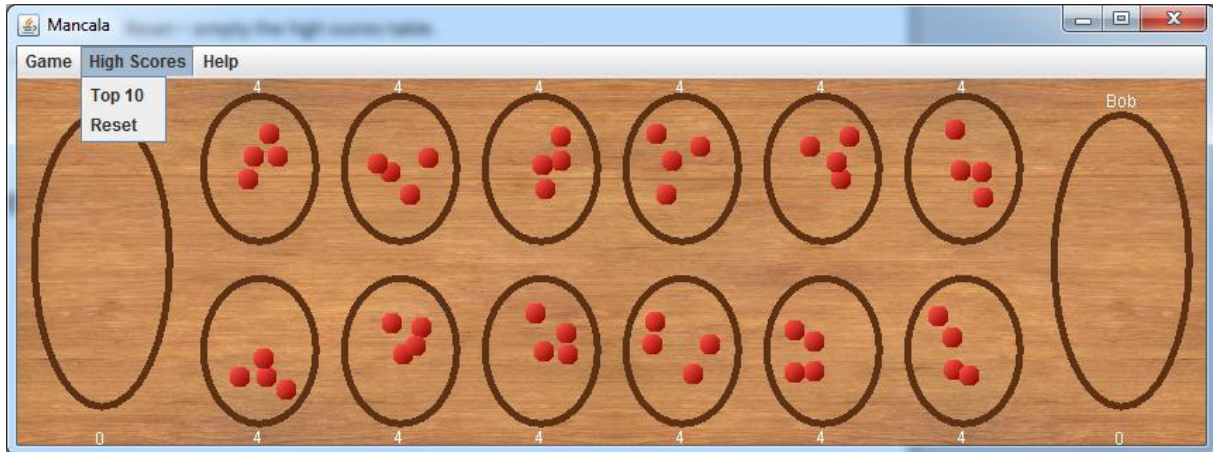
- o Help
  - Show Help – Short overview of the game rules and objectives.
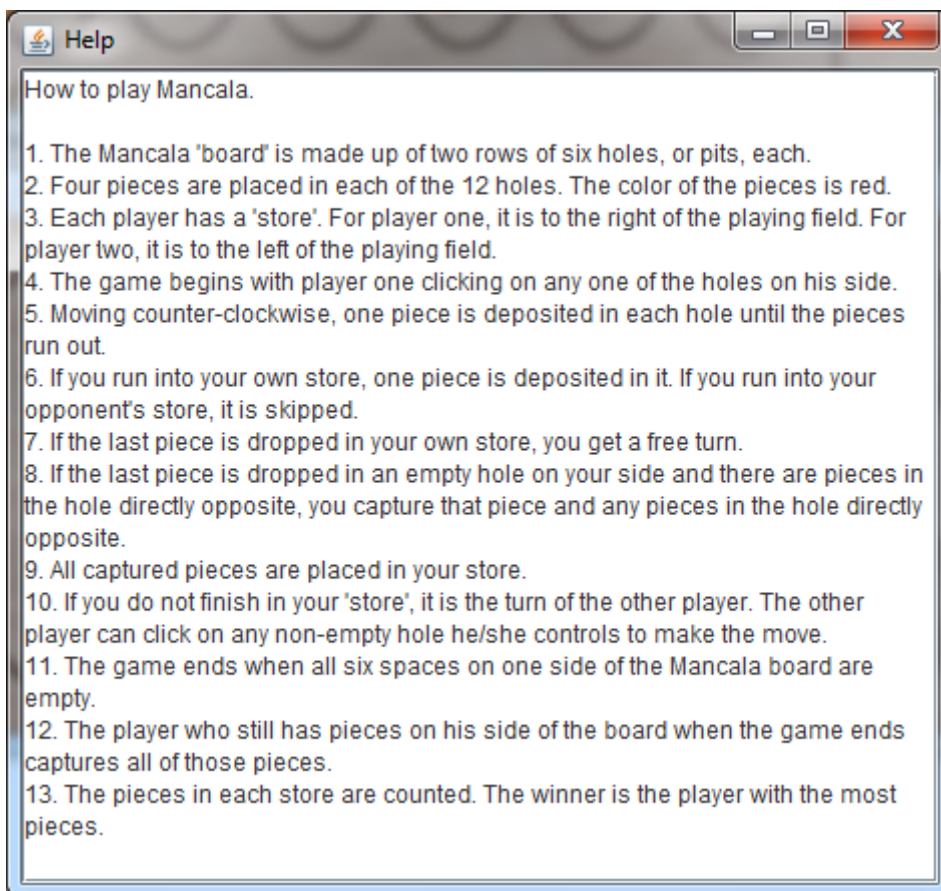
- First player has the control over bottom row 6 small pits. His big pit is on the right side and his name is displayed on his big pit. Second player has control over top row 6 small pits. His big pit is on the left side and his name is displayed on his big pit.

- The numbers under pits represent the amount of counters inside them.

- The application can be minimized, expanded and closed using the top right window options. The application window can also be stretched into any size.