Libraries used in the project:

#include <windows.h>

#include <GL/glut.h>

#include <math.h>

#include <stdio.h>

operating system ->Windows ,

IDE ->CodeBlocks

setValues -> A function in which all values are reset.

drawCircle -> Circled function.

drawHand -> It is the function that makes the hand drawing in the game.

drawGameBoard -> It is the function that draws the whole board.

write\_text -> It is the function for printing type to the given coordinate.

write\_utilities -> is the function that prints the number of stones in the game on the hollows.

detect\_key || key functions that take keyboard inputs in the game and perform logical operations accordingly.

action -> is the function that properly transfers stones according to the selected cavities.

game\_end -> is the function that prints the end-of-game menu at the end of the game.

gameCheck -> it is the function that controls the game during the game and decides whether the game ends or not.

pause\_menu -> is the function that prints the pause menu with ESC during the game.

display -> is the display function required by the glut library.

main -> is the main function that runs the entire game in which the game window is created and set. Run a CodeBlocksta project:

**Opengl Code Blocksta was added by watching the video on youtube link. Please click on the link to see how it was added:**[code blocks glut setup mingw-Glut 3.7.6 setupglut project open - YouTube](https://www.youtube.com/watch?v=Ufpg11EqWzs)

**When the project was carried out, the rules of the game were made based on the following Youtube link:**[Mangala oyunu Nasıl oynanır? Uzm. Antropolog Hasan Topdemir - YouTube](https://www.youtube.com/watch?v=qNI7KRKyFQA&t=323s)

Ekran Görüntüleri:







