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1.0	Martti Vasar	Initial text and documentation	25. November 2010

Project Report

Systems Modeling, Fall 2010

Team members: Taavet Loogväli, Mihkel Jõhvik, Allan Reinhold, Martti Vasar

Team member codes: 97854, A62129, A72091, B04849

Task

Design and implement the game Mancala (AI and network support optional). Use the objects first design method. This means, start with scenarios, derive user stories, create object diagrams, sort into usecases, derive class diagrams, use object game or note-pad test to define methods, implement methods. Iterate, refactor, use/apply design patterns, refine documents form the previous steps. Implement at least a hot seat version of Mancala (using two players). Implement a history function for keeping scores of specific matches.

Game

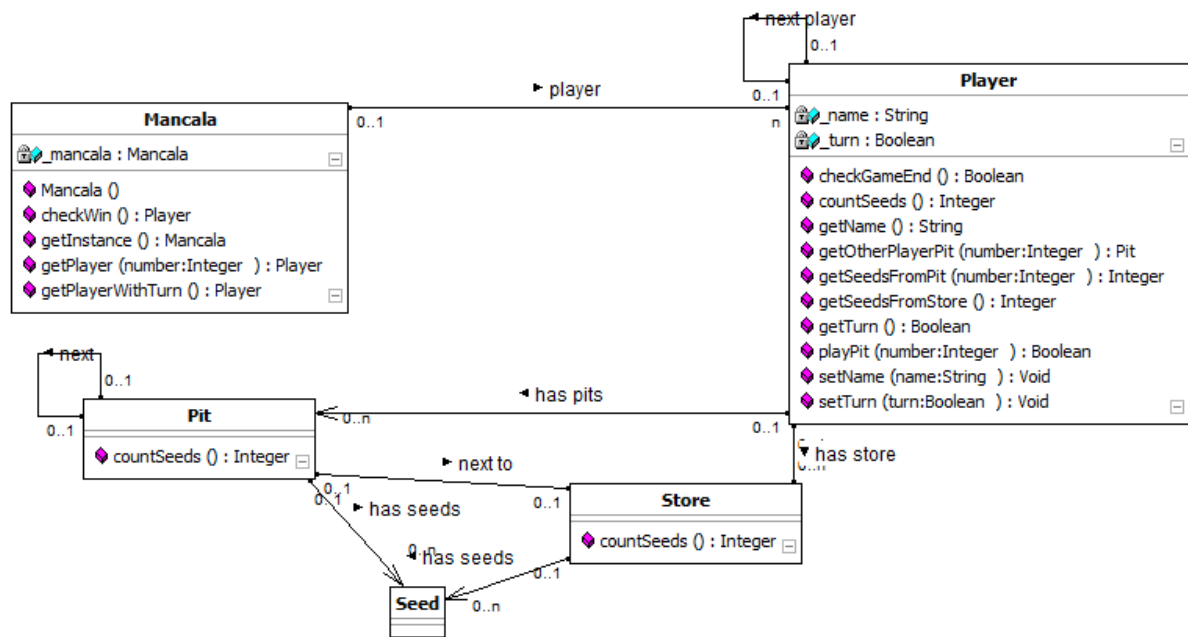
Mancala games share a common general gameplay sequence. Players begin by placing a certain number of seeds, prescribed by the variation in use, in each of the pits on the game board. A player may count their stones to plot the game. A turn consists of removing all seeds from a pit, sowing the seeds (placing one in each of the following pits in sequence), and capturing based on the state of board. This leads to the English phrase "Count and Capture" sometimes used to describe the gameplay. Although the details differ greatly, this general sequence applies to all games.

Source: <http://en.wikipedia.org/wiki/Mancala>

Desicions

As Mancala has many forms and rules, we first set up our Mancala game rules. Our decision was to design game with 4 seeds per pit. It is still possible to change it from the source code, but we did not put an option to change it from inside the game application. We used MVC (Model-Controller-View) paradigma to make the game. Model part is done entirely in Fujaba and it includes function to get information about seeds, how many seeds are in one pit, how many seeds are in one store, whose turn it is, is there a game end condition. Controller and View classes are made by written the code.

Model



In fujaba model we have main class Mancala, which is named as *mancalaGame* in code and is part of MVC – it represents the model. We have functions to get player by numeric value (0 – first player, 1 – second player) or we can get player by turn, so it always returns the player with turn.

We have 2 players connected with Mancala class and players are connected with each other, so when one is making turn and the turn ends, the turn in normal condition is passed to the next player. Player class has methods to check, if current player meets the requirements for game end, this is when no more seeds are in current player's pits. We can count all the seeds from current player pit and store by method *countSeeds()*. Also we have some setter and getter functions for manipulating with name and turn. The most important function here is *playPit()*, where current player plays given pit, takes all the seeds from that pit and sows them counter-clockwise to other's pits and stores. It returns true, when move is allowed and completed successfully. It returns false, when it is not current user's turn or user tries to take seeds from pit, where is no seeds.

One player has 6 connections with pit and one connection with store, pits are connected by each other as next relation and final pit (6th) is connected with store. This helps to model in Fujaba much easily the gameplay, when player takes seeds and starts to distribute them into next pits and stores. Also we have function *countSeeds()* for classes Pit and Store, which counts seeds from one's pit or store. For clarity purpose, we modeled Pit and Store classes separately. Also class Seed is modeled out. It is just an empty class, but other way was to model it as integer value into class Pit or Store.

Implementation

Game uses JSwing component JFrame to show the content. As drawing pictures and lines onto java canvas, flickering can occur. To avoid this, we set up double buffer, so when one of the frame is drawn, then it is shown to the user.

Clicking and mouse handling is done with `MouseListener` and `MouseMotionListener`.

`MouseMotionListener` highlights pits, when mouse moves over them and `MouseListener` captures clicks and tries to figure out which pit or which menu element player just clicked.

Game can be played in hot seated mode, which is two players playing on single board and network mode, where one player is hosting and other player is joining with game. Hosting a game freezes up `JFrame`, this is an issue as the `Socket` waiting other player is thread blocking. The `JSwing` components return into its normal state when other player joins with server. One possible way to avoid this thread blocking is to create separate thread for waiting a player and implement timeout or user interruption.

Network packets are simple. They just contain the number from 0-5, from which pit player takes seeds. It can be hacked, as it does not have any error check or crypt function to verify, is this packet correct and is it sent by game or it is generated by people. But for simple gaming it does its thing and works well.

Screen captures



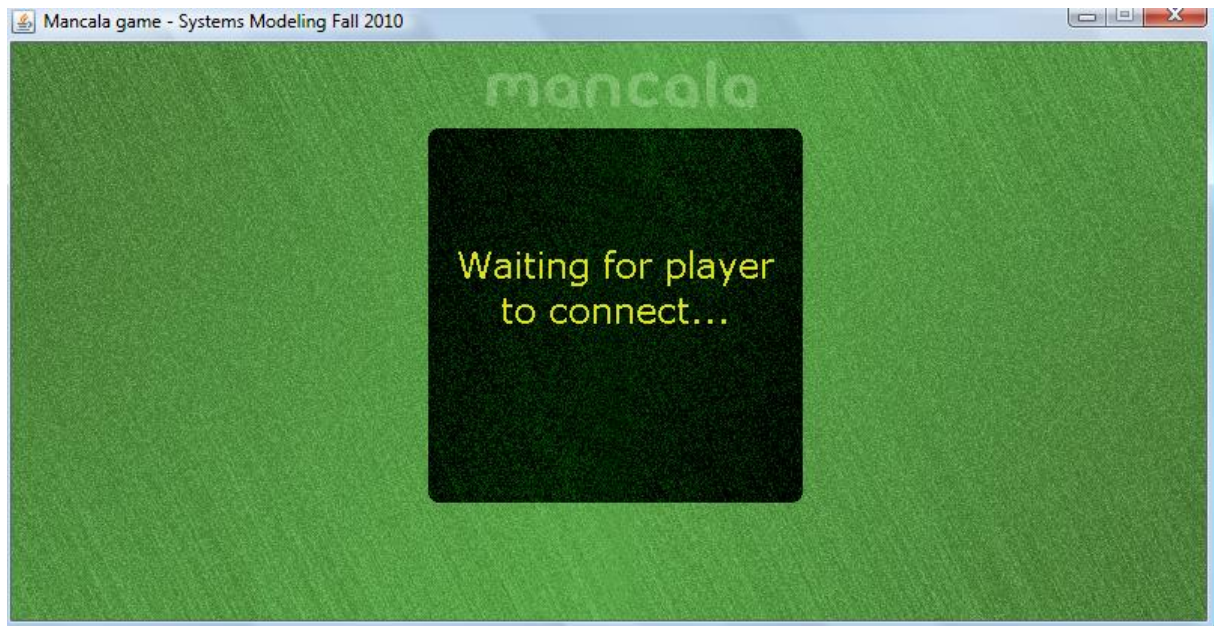
Main screen, where user can select from different option



Hot seated game, where it is first player's turn and right now third pit is highlighted as the mouse is one the pit. Also current state of game is shown for player 2 in upper left corner and player 1 in lower right corner.



Winning screen, showing that player 1 just won the game.



Player is hosting a game and waiting for other player to connect



Network game showing that it is other player's turn.