

Project Report

Mancala game

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Introduction

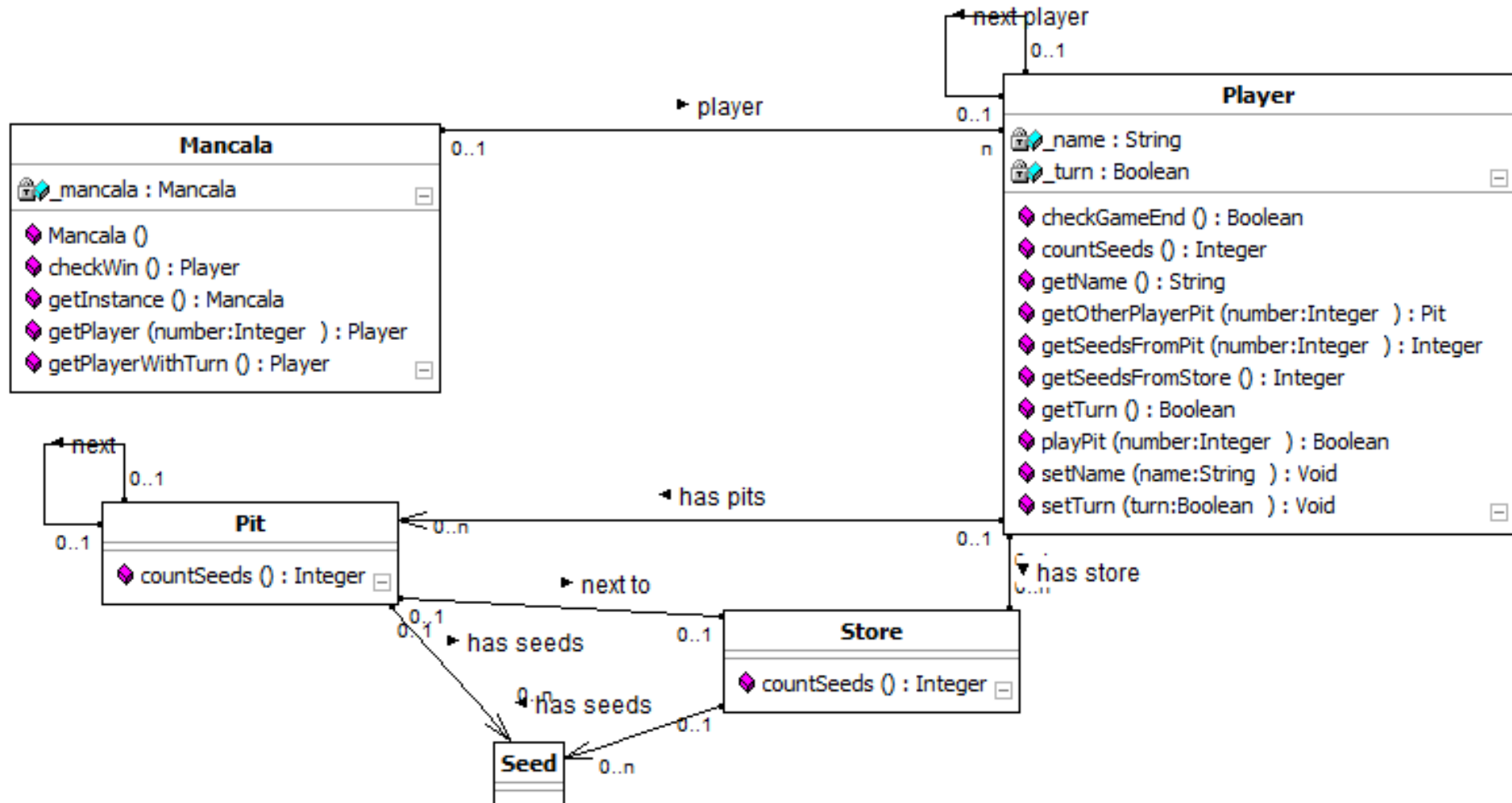
- Mancala game overview
- Model and MVC
- Implementation and code used
- Demo

M a n c a l a g a m e

- T w o p l a y e r g a m e
- P l a y e r h a s 6 p i t s a n d
1 s t o r e
- E a c h p i t h a s s a m e
a m o u n t s e e d s
- P i t c o i n t a i n s 3 t o 6 s e e d s ,
d e p e n d s o n r u l e s
- I n t u r n s , p l a y e r s t a k e s s e e d s f r o m p i t a n d
“ s o w s ” t h e m t o o t h e r p i t s i n c o u n t e r - c l o c k w i s e



Model



Implementation

- Objects first design method
- MVC used for user and game interactions
- 40 user stories and 40 object diagrams
- Automatic generation of user stories and object diagrams (dia format)
- JSwing with JFrame to draw content for user
- JFrame is double buffered to avoid flickering
- Mouse Listeners are used to capture user input
- Sockets are used for network gaming

Game in action



D e m o