Project Report
Mancala game

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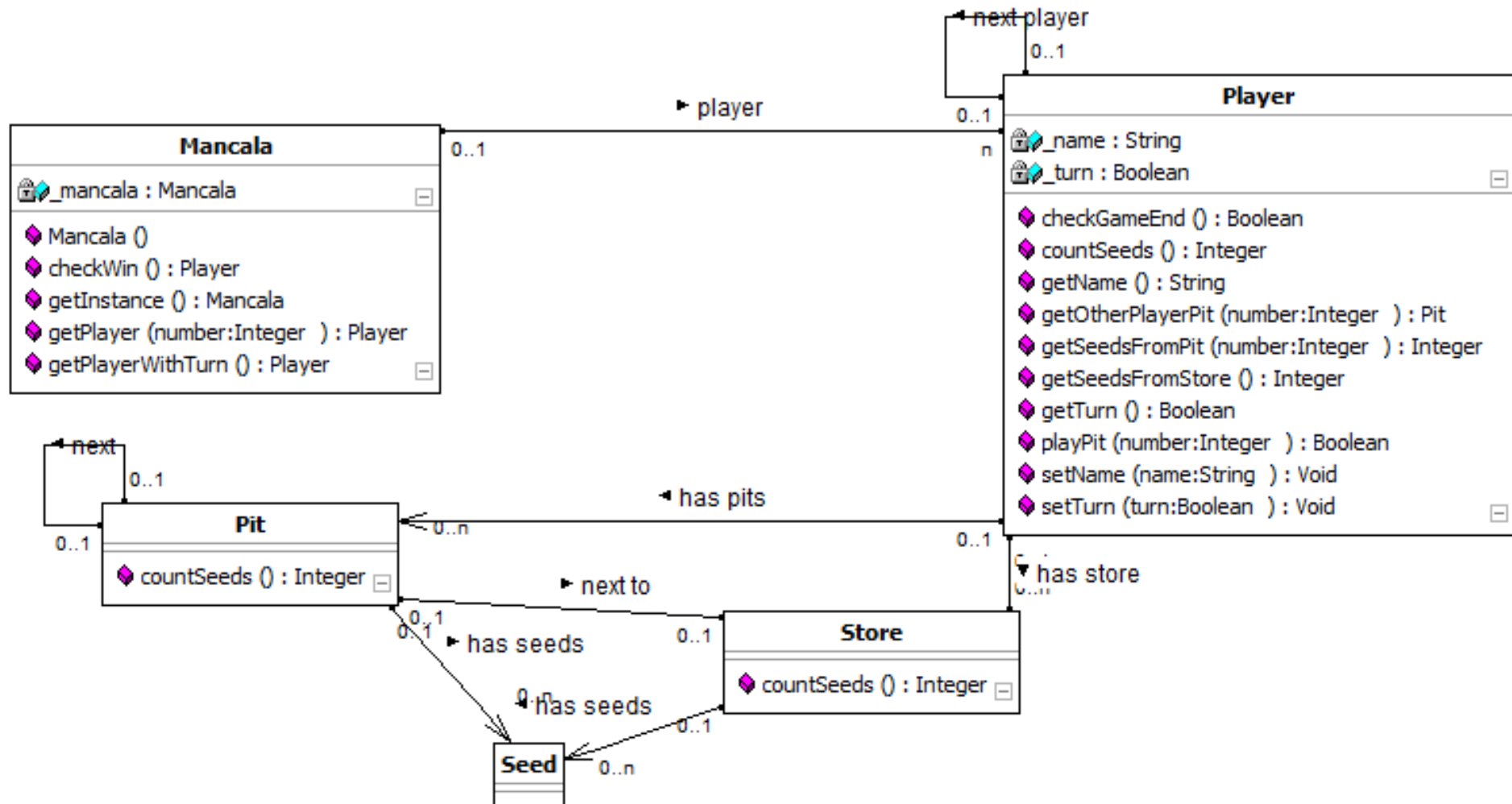
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Introduction

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

Mancala game

- Two player game
- Player has 6 pits and 1 store
- Each pit has same amount seeds
- Pit cointains 3 to 6 seeds, depends on rules
- In turns, players takes seeds from pit and "sows" them to other pits in counter-clockwise
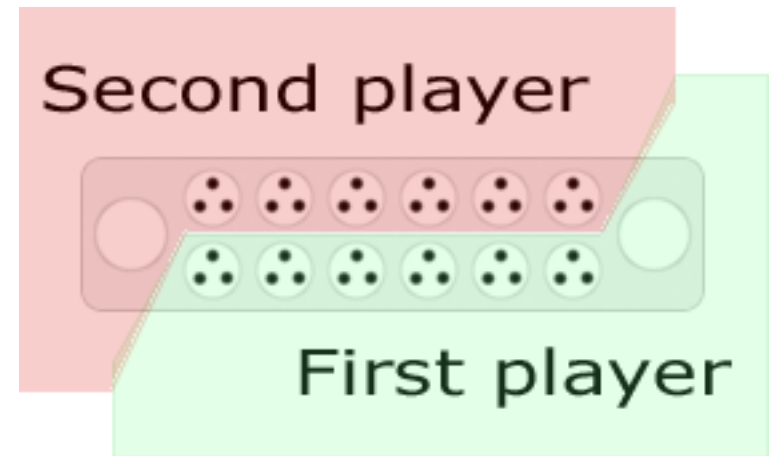
Model

Implementation

- Objects first design method
- MVC used for user and game interactions
- 30 user stories
- 40 object diagrams
- 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

Demo