

## architectural overview

Our version of “Mancala” is written in Java using Visual Swing plugin for Eclipse.

Program has 3 packages:

- graphics
- model
- play

Model package consists of the object that represent the model of the game (player, pit, stone, turn).

Graphics package holds the graphical interface of the program and also handles the actions performed (buttons clicked and so on)

Play model has a java class that actually starts the game and holds the logic of the game process itself.

## user manual

Running and playing Mancala is very easy.

1. Start the game by executing mancala.jar or by running Mancala.java class in Eclipse (before that make sure that the visual swing plugin is installed and you do not miss required libraries)
2. The game will start automatically. Player 1 begins the game and now has the right to chose a pit where to move stones from. The stones will be moved automatically according to the game rules.
3. Then the turn will change, and another row of pits will be enabled for choosing\clicking. Also a message will indicate the change of turns.
4. If player ends his turn in his mancala he will get another turn
5. When the game is over, a message with the winner's name will appear.
6. To start new game simply press “New Game” button on the left.
7. To see logs of previous games, click on “Show log” button.
8. To quit the game, just close the window with the game.