

Mancala Board Game

Introduction

Through this article, I am going to explain the technology stack which I used to create Mancala web game, I will explore some code snippets and the internal system architecture. Also, you will find a demo video about how you can play.

For more information about Mancala board game <https://en.wikipedia.org/wiki/Kalah>.

1. Project Environment

- Spring Tool Suite 3.8.2.RELEASE
- JDK 1.8
- Apache Maven 3.3.9
- WebSocket (STOMP)

2. Project Structure

```
summary(cars)
```

```
##           speed           dist
##  Min.      : 4.0      Min.      : 2.00
##  1st Qu.:12.0      1st Qu.: 26.00
##  Median :15.0      Median : 36.00
##  Mean   :15.4      Mean   : 42.98
##  3rd Qu.:19.0      3rd Qu.: 56.00
##  Max.    :25.0      Max.     :120.00
```

Including Plots

You can also embed plots, for example:



Note that the `echo = FALSE` parameter was added to the code chunk to prevent printing of the R code that generated the plot.