**Version Control**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Changes** | **Comments** | **Author** |
| 07.11 | Functional requirements. | My vision of details about: players, board, counters, objectives, game flow and visualisation. | Simo |
|  |  |  |  |
|  |  |  |  |

University of Tartu

Faculty of Mathematics and Computer Science

System Modelling

Mancala Project

Requirements Analysis

Authors: Simo Peterson

Mart Sein

Margus Sellin

Raigo Kodasmaa

Coordinator: Dmitri Danilov

Tartu, 2011

Table of Contents

[Functional requirements 3](#_Toc308460582)

[Players 3](#_Toc308460583)

[Board 3](#_Toc308460584)

[Counters 3](#_Toc308460585)

[Objectives 3](#_Toc308460586)

[Game flow 3](#_Toc308460587)

[Visualisation 4](#_Toc308460588)

[Non-functional requirements 5](#_Toc308460589)

# Functional requirements

## Players

1. The game is designed to be played by two human players.
2. The game is played behind one compute (no network connection).
3. Both players are using the same control method (the mouse).

## Board

1. The game is played on a board.
2. The board has 12 small pits (2 rows of 6 pits in a row) and 2 big pits (one in both side of the board).
3. One player has controll over 1 row of small pits and 1 big pit. The other player has controll over the other row of small pits and the other big pit.

Counters

1. There are 4 counters in each small pit at the start of the game.
2. Choosing a small pit (clicking on it) during the players turn will redistribute all the counters in it: counters will be placed one by one to the next pits (excluding only opponents big pit).
3. The number of counters in one pit is not limited.
4. It is not possible to redistribute the counters in the big pits – every counter that has been inserted to a big pit will remain there till the end of the game.

Objectives

1. The main objective of the game is to have more counters in the big pit in the end of the game than your opponent (win scenario).
2. There can be the same number of counters in both big pits in the end of the game (draw scenario).

## Game flow

1. Players turn consist of redistributing counters from one or multiple of his small pits. After the redistribution it is other players turn.
2. All counters are redistributed to other pits in clockwise direction.
3. If during a redistribution the last counter gets placed in the player's big pit, the player gets an additional chanse to redistribute counters from some of his small pit. There is no limit on the number of times the additional chanse for redistribution is given to a player during his turn.
4. If during a redistribution the last counter is placed in an empty small pit owned by the player, and the opposite small pit contains counters, both the lastly placed counter and all the opposite counters are captured and placed into the player's big pit.
5. A player can not choose an empty small pit for redistribution. As long as there is at least one small pit that has counters in it, the player must redistribute counters.
6. When one player no longer has any counters in any of his small pits, the game ends. The other player moves all remaining counters in his small pits to his big pit. The counters in the big pits are then counted to decide the final score for both players. The winner of the match is decided by the final score.

## Visualisation

1. At all times during a game both players must see how many counters there are in all the pits (number format and picture of counters).
2. Counters are redistributed one by one.
3. In the end on the game the score for both players and the name of the winner is displayed.

# Non-functional requirements