**Version Control**

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| **Date** | **Changes** | **Comments** | **Author** |
| 08.11 | Storyboard. | An initial storyboard that covers all of the game’s functional requirements. | Raigo |
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System Modelling

Mancala Project

Storyboard

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# Storyboard

Mancala game is designed to be played between two human players. The game is played using one computer, which means, no network connection is needed. Both players are using mouse as the game controller method. The game is played on a board, which has 12 small pits located in two rowes, 6 pits in a row, and 2 big pits for one in both side of the board. Each player has control over one row of small pits and 1 big pit in in the side of the board. There are 4 counters in each small pit in the beginning of the game. Choosing a small pit by clicking on it during the player’s turn will redistribute all the counters in it by placing them one by one to the next pits. Only opposite player’s big pit is excluded in these moves. The number of counters in one pit is not limited by numbers. During the game, it is not possible to redistribute the counters in the big pits, which means that every counter that has been inserted to a big pit will remain there till the end of the game. The main objective of the game is to have more counters in the big pit in the end of the game than opponent player. This is called the winning scenario. The game can also end in a draw, when there are same number of counters in both big pits in in end of the game. Players turn consist of redistributing counters from one or multiple of his/her small pits and after that redistribution, it is opposite player’s turn. It is also a notable, that all counters are redistributed to other pits in clockwise direction. If during a redistribution the last counter gets placed in the player's big pit, the player gets an additional chance to redistribute counters from some of his/her small pit. There is no limit on the number of times the additional chance for redistribution is given to a player during his/her turn. 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 counters and all of the opposite counters are captured and placed into the player's big pit. 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, then the player must redistribute counters. When one of the players no longer has any counters in any of his/her small pits, the game ends. The other player’s counters are moved from his/her small pits player’s his/her 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. During the game, both players must be able to see in every moment, how many counters there are in all the pits. In the end on the game the score for both players and the name of the winner is displayed to players.