User manual for MancalaTKLD

Overview

This document is the user manual for the game MancalaTKLD. This document is intended for the enduser for getting started with playing and for finding answers to questions about the game. Most of the content is relatively simple, but the intention is also to help report bugs incase something works weird.

Menus

Play Player vs Player

This menu button will start a new player vs player game with this. The window will initialize the game board and firstplayers turn will start.

Rematch

This menu button will start a rematch between the players currently playing. The board will be reinitialized to default configuration.

Edit player names

This menu button allows the players to edit their names. A popup window will be displayed with two textareas for inputting the usernames.

Show highscores

This menu button will show the highscore list. A new popup window will be display with the top10 list as the content of the popup.

Quit Mancala

This menu button will shutdown the game and end the game java-process.

Playing MancalaTKLD

Rules

Exact rules for the game developed in this project are the following:

- the board has 12 houses. 6 on each side.
- player 1 plays the first move
- player can play one of his own houses that contain more than 0 seeds.
- turn is changed if the last seed to be distributed from the played house doesn't end in

the players store.

- the player captures opponent seeds if his last seed played goes to an empty house and the opponent has seeds in the respective house. In this case the opponents respective house gets emptied to the players store and also the played seed is put into the player's store.
- game ends when the current player doesn't have any seeds in his houses.
  any of the players? -some versions have implemented it with the current player- rule
- in the end of the game all seeds of the players houses gets emptied to the players store.
  in the current implementation and the user stories we did not use this rule
- the winner is the player who has the most seeds in the end of the game.

About the project

This project was done as part of the software development course called Systems Modelling. The authors of this project are Timo, Kristjan, Lasse and David.