- 1. Charlie launches the game executable mancala.jar
- 2. Alice starts a "Player vs Player" game
- 3. Bob presses "X" button on the window during the game
- 4. Charlie starts a "rematch" game in "Player vs Player mode"
- 5. Charlie makes the first move of the game
- 6. Charlie enters the names of the players
- 7. Bob displays manual from help menu
- 8. Bob closes the manual and exits the help window
- 9. Alice restarts a game
- 10. Bob sows seeds and places one into his store
- 11. Application shows Bob's and Alice's scores after their game has ended
- 12. Application updates the TOP10 list
- 13. Alice chooses a house to play
- 14. Alice sows seeds but does not place one into opponents store
- 15. Charlie captures opponent's seeds
- 16. Alice tries to play opponents house
- 17. Bob gets a free second move
- 18. Bob sows seeds in order to get a free move by the next turn
- 19. Declaring Bob as the winner
- 20. The game ends in a draw, with 24 seeds in both stores
- 21. Alice chooses "Show highscores" menuitem from the main menu.
- 22. Bob presses "Exit" option from the main menu.
- 23. Charlie stops Bob from capturing his seeds
- 24. Alice moves her last seed to her store and the game ends
- 25. Alice stops Bob from getting a free move
- 26. Bob sows seeds in order to stop Alice from ending the game
- 27. Bob sows seeds so that Alice has to end the game with the next move
- 28. Bob resets the highscore list
- 29. Bob creates a trap in order to capture Alice's seeds next turn
- 30. Alice runs from Charlie's attempt to capture her seeds.