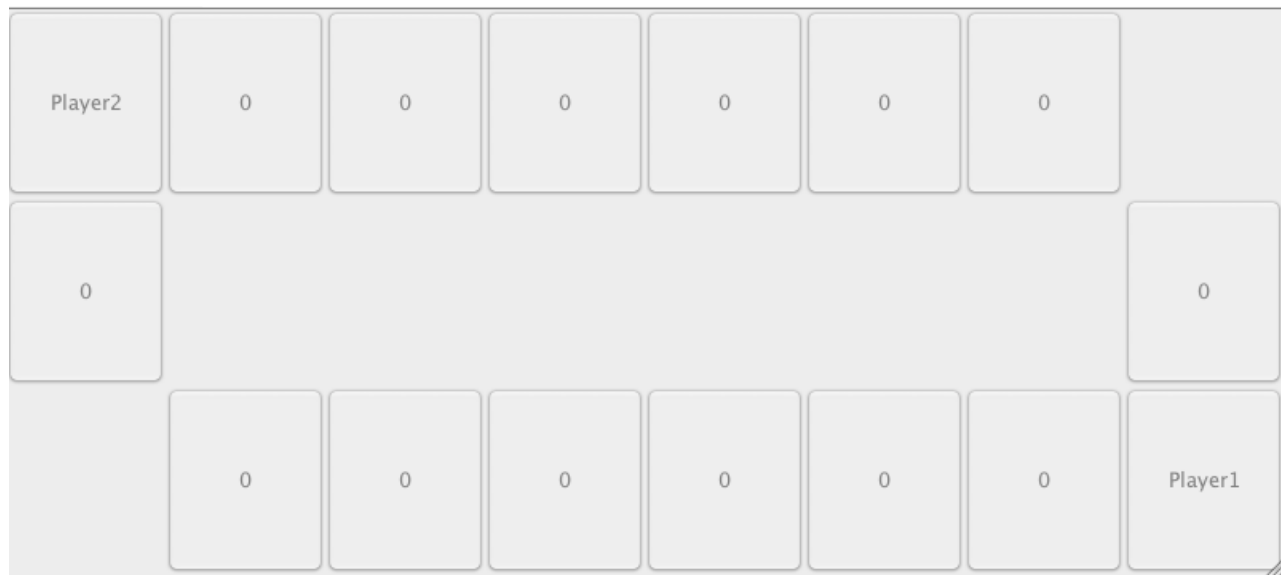


# User manual for MancalaTKLD



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## Overview

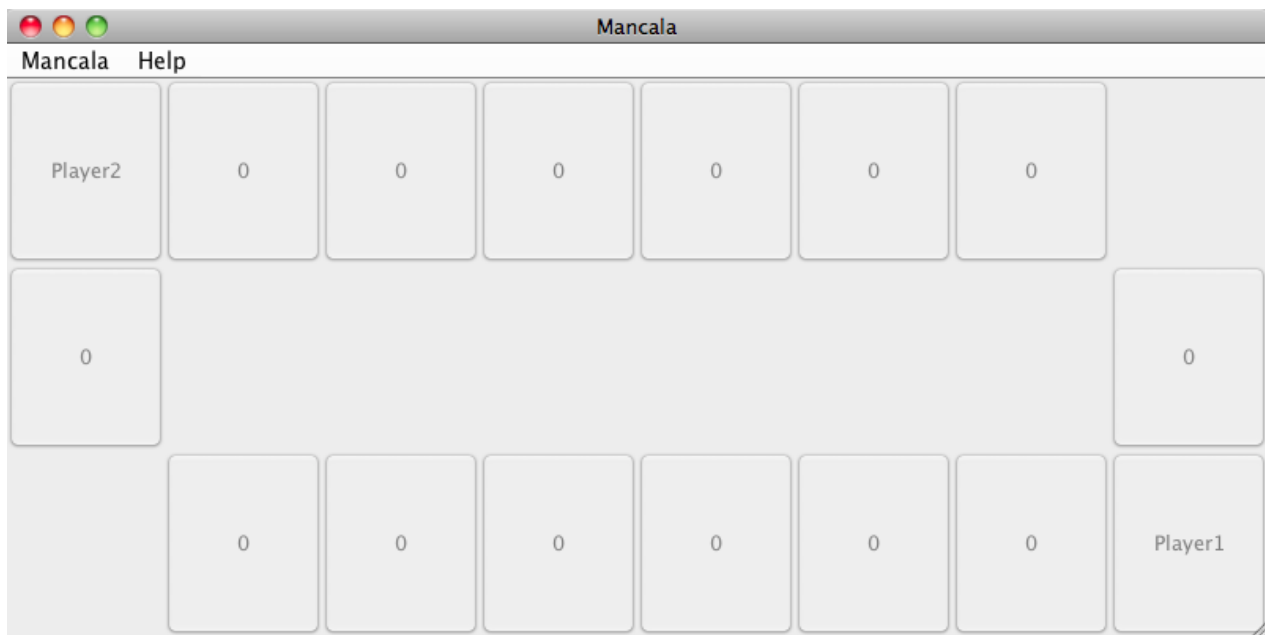
This document is the user manual for the program MancalaTKLD. This document is intended for the end user for getting started, playing with Mancala and for finding answers to questions about the game. Most of the content is relatively simple, but the intention is also to help report bugs in case something works incorrectly.

## The Game of Mancala

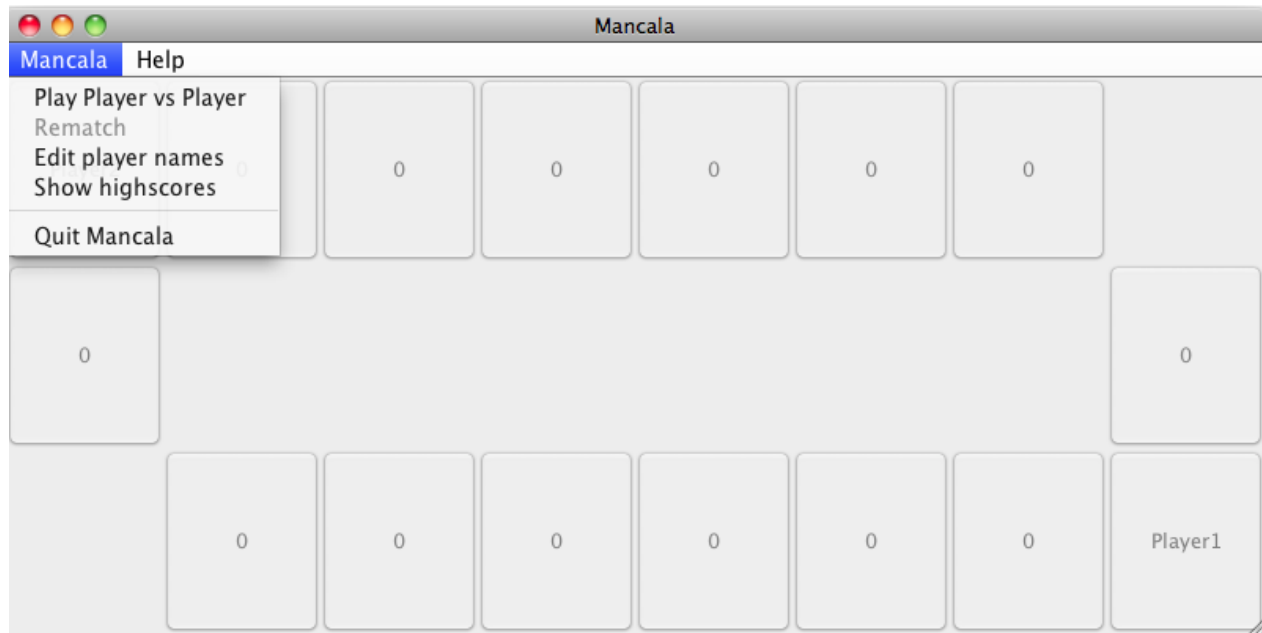
Mancala can be traced back over 3000 years and has many variations played in the West Indies, the Middle East, the Far East and around the World. The gameplay can be described as 'count and capture' and involves seeds and houses. With the physical game, players have seeds distributed amongst house and during the gameplay, these seeds are sown by being removed from a house and placed, one by one, in each of the following houses in sequence. The following sections describe our digital, Java based version of the game.

## User Interface

Below shows the initial screen the user will encounter after double clicking the Java file 'mancala.jar' From the initial screen, the 'Mancala' and 'Help' menus are visible:



# Menus



## Main menu

### Play Player vs Player

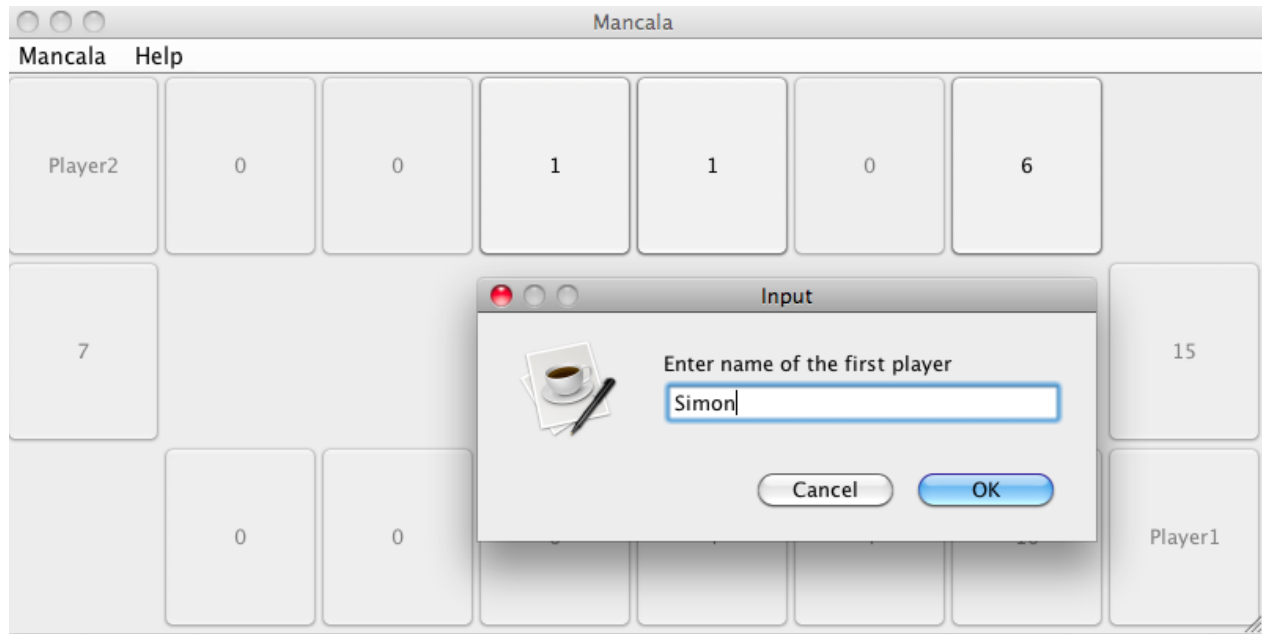
This menu button will start a new player vs player game. The window will initialize the game board in the default state with 4 seeds in each house and no seeds in the stores. Player1 will always start when the game is started from this menu item.

### Rematch

This menu button will start a rematch between the players currently playing. The board will be reinitialized to default configuration but the player who did not start the last game will start now. Note that this option is unavailable when no previous games have taken place. This menu item becomes available when a game has ended and a new game hasn't been started yet.

### Edit player names

This menu button allows the players to edit their names. A popup window will be displayed with text areas for inputting the username. After the first player has entered his name or left it unchanged the second player is allowed to change his name in the same way. These names will then become available in the highscore list. For example, Simon enters his name, as shown below:



### **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. Upon exit of the Java application, this list will be emptied and the information will no longer be available once the game is reopened.

### **Quit Mancala**

This menu button will shutdown the game and end the game java-process, losing all the saved data such as Highscores and Player's names.

### **Help**

Show help related topics.

### **Show manual**

Show the manual of the game. This show the basic rules of the game in a popup window.

# 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 their 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.
- the winner is the player who has the most seeds in the end of the game.

## Example Scenario

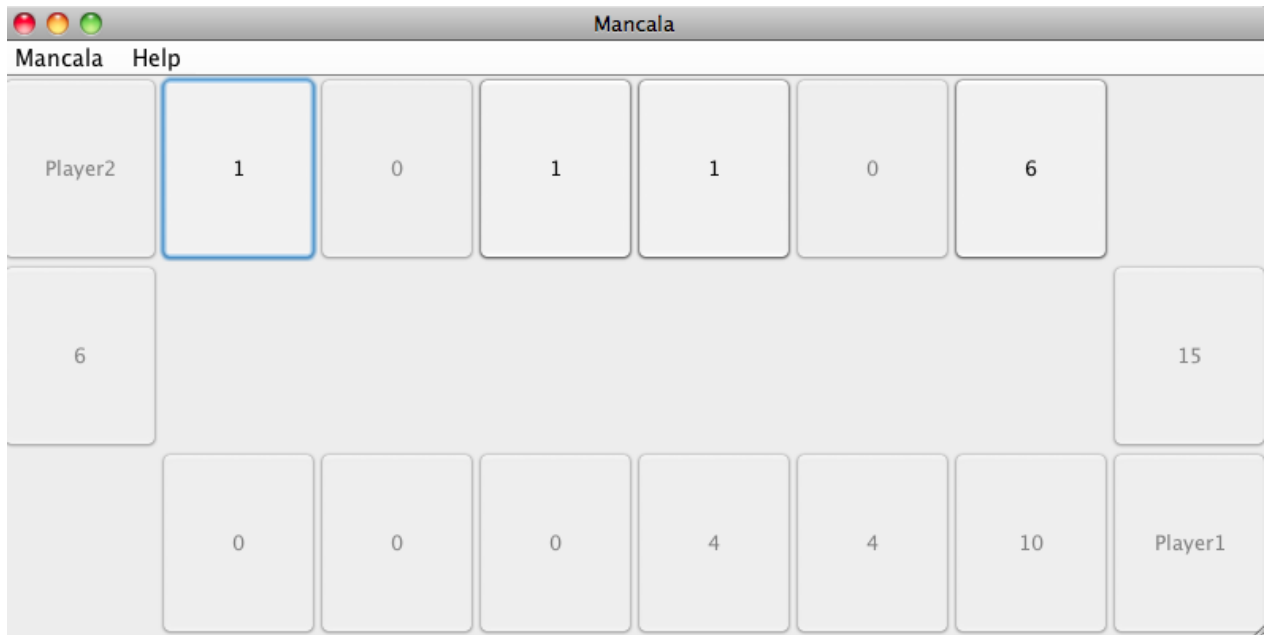
For clarity, the 5th bullet point above is illustrated here - the capture of an opponent's seeds into ones own Mancala:

Before the move about to be made by Player 1 we have the following situation:



Player 2 has left themselves open to a horrible capture of 10 of their seeds by Player 1. This

happens by Player 1 playing the seed from their leftmost house into the second house, resulting in both Player 1's seed and 10 of Player 2's seeds (in the house opposite) being added to the 4 seeds in Player 1's store:



## **About the project**

This project was done as part of the software development course called Systems Modelling in the year 2010. The authors of this project are Timo, Kristjan, Lasse and David.