Modeling session Mangala game 30 Sept

Scenarios

1. Play 2 stones, no kalaha
2. Play 2 stones, ending in own kalaha
3. Play 2 stones, passing own kalaha
4. Play 2 stones, passing opposite kalaha
5. Play 1 stone, steal opposite
6. End game
7. Determine winner

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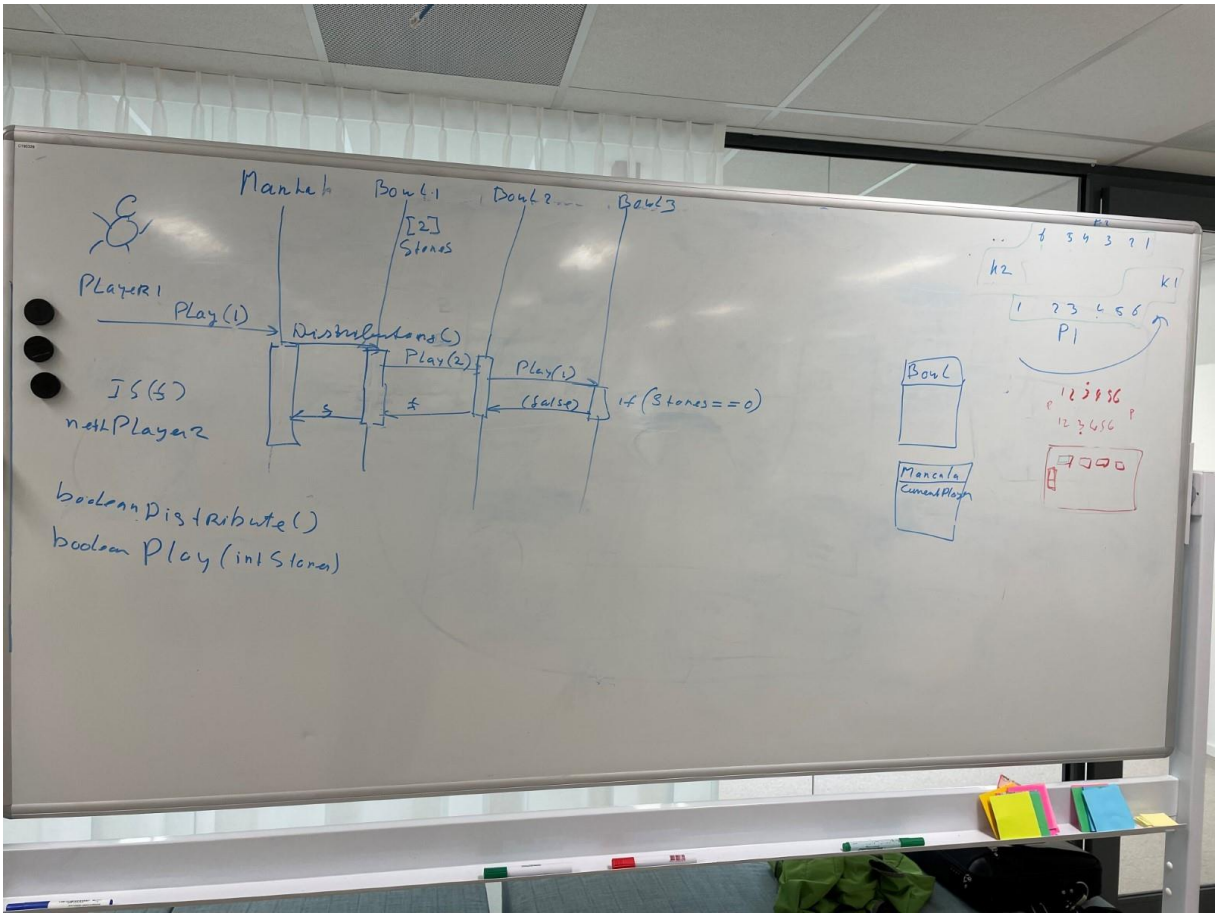
Play 2 stones, no kalaha



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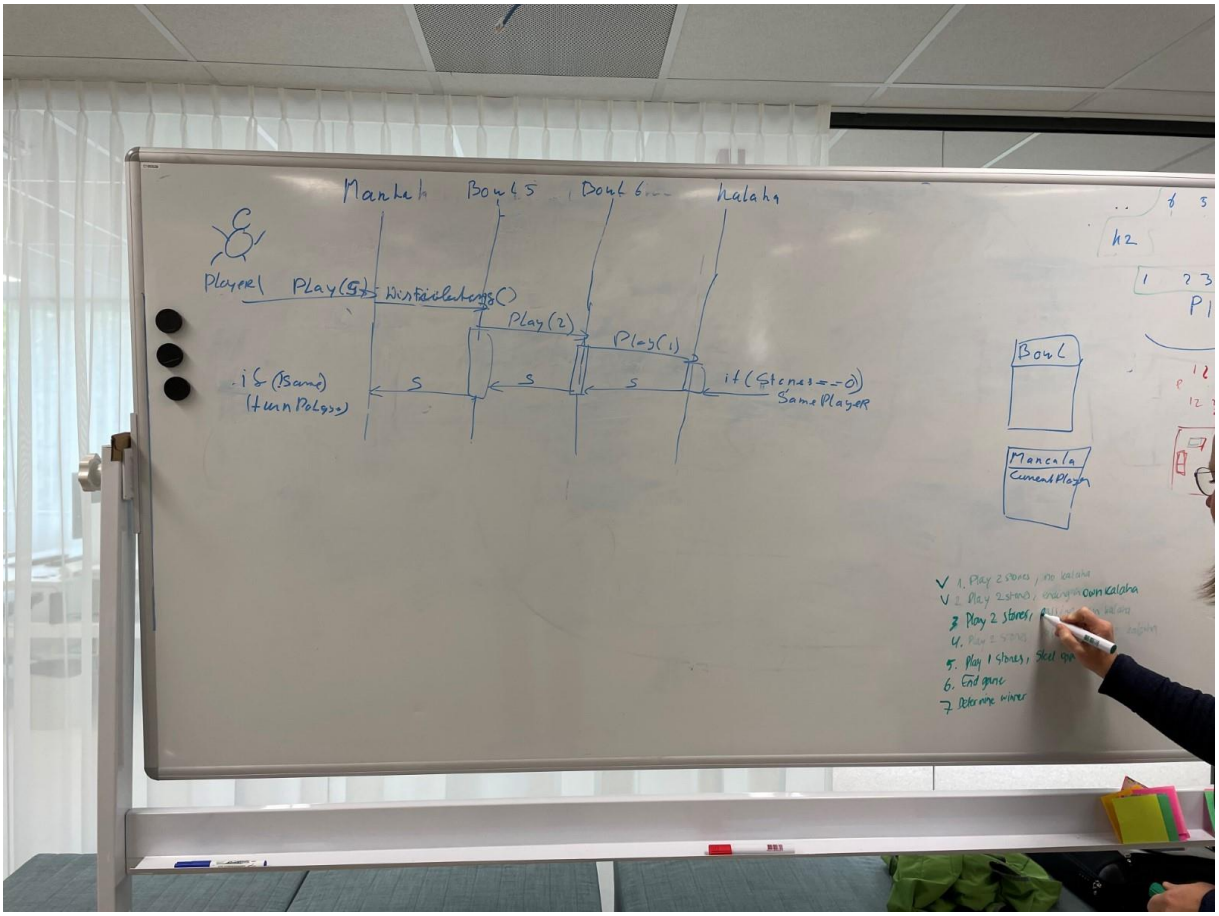
Play 2 stones, ending in own kalaha



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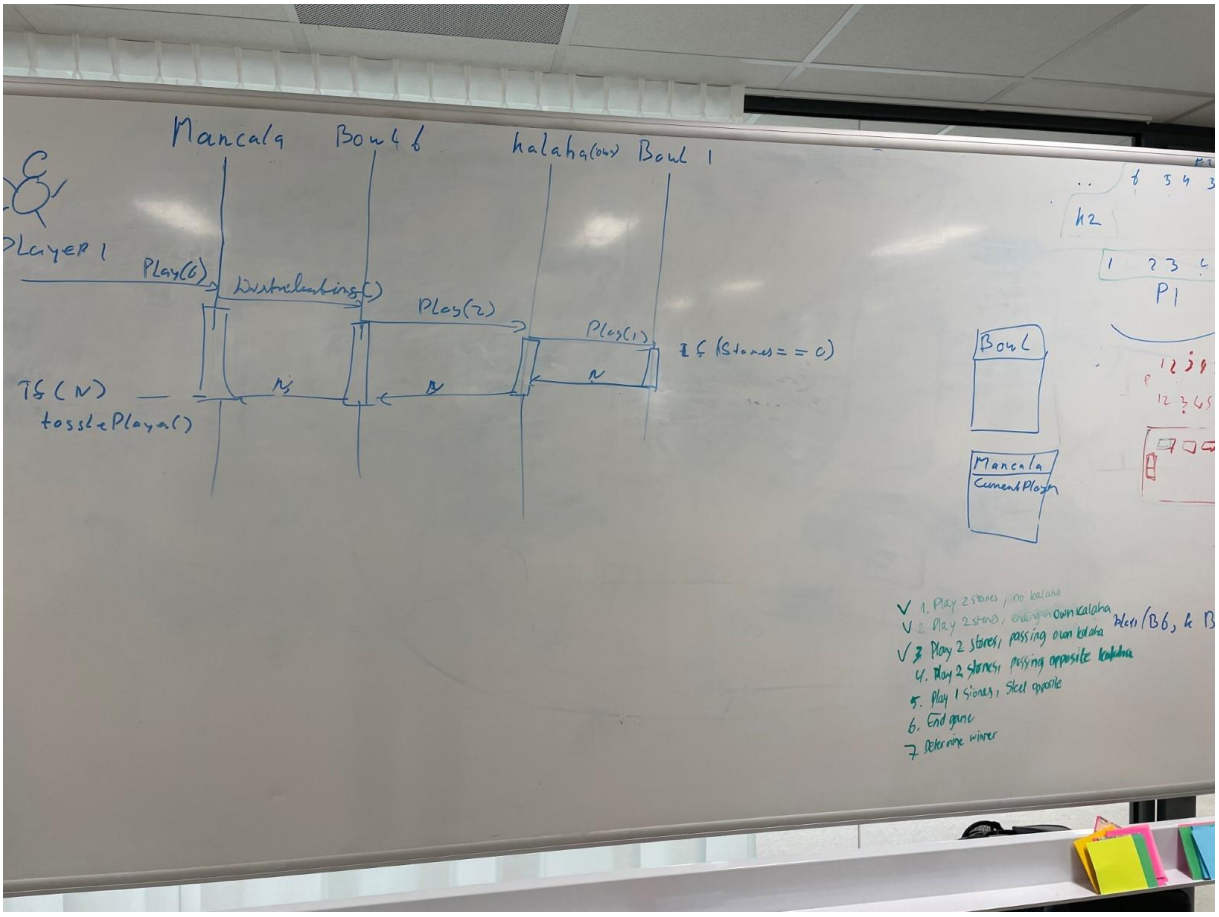
Play 2 stones, passing own kalaha,
Play 2 stones, passing opposite kalaha



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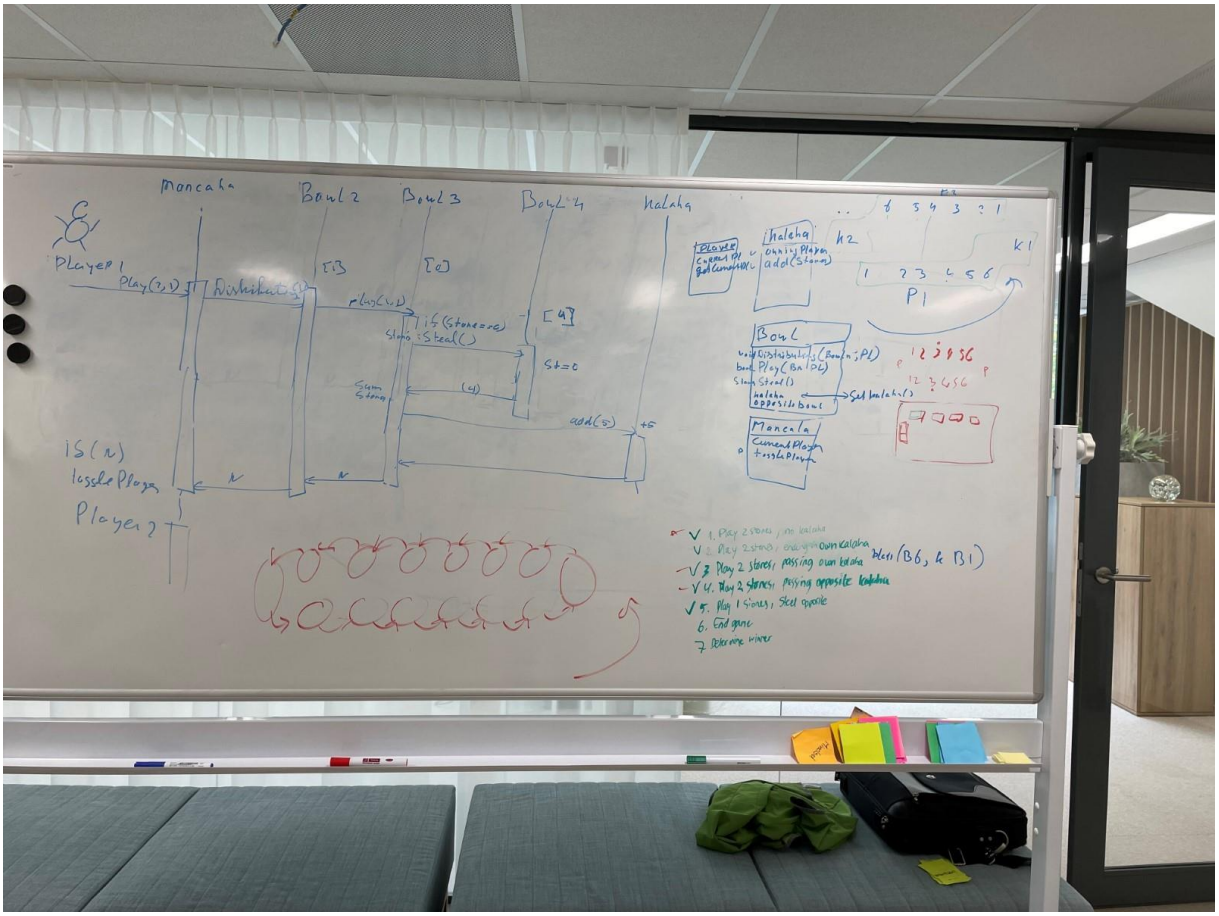
Play 1 stone, steal opposite



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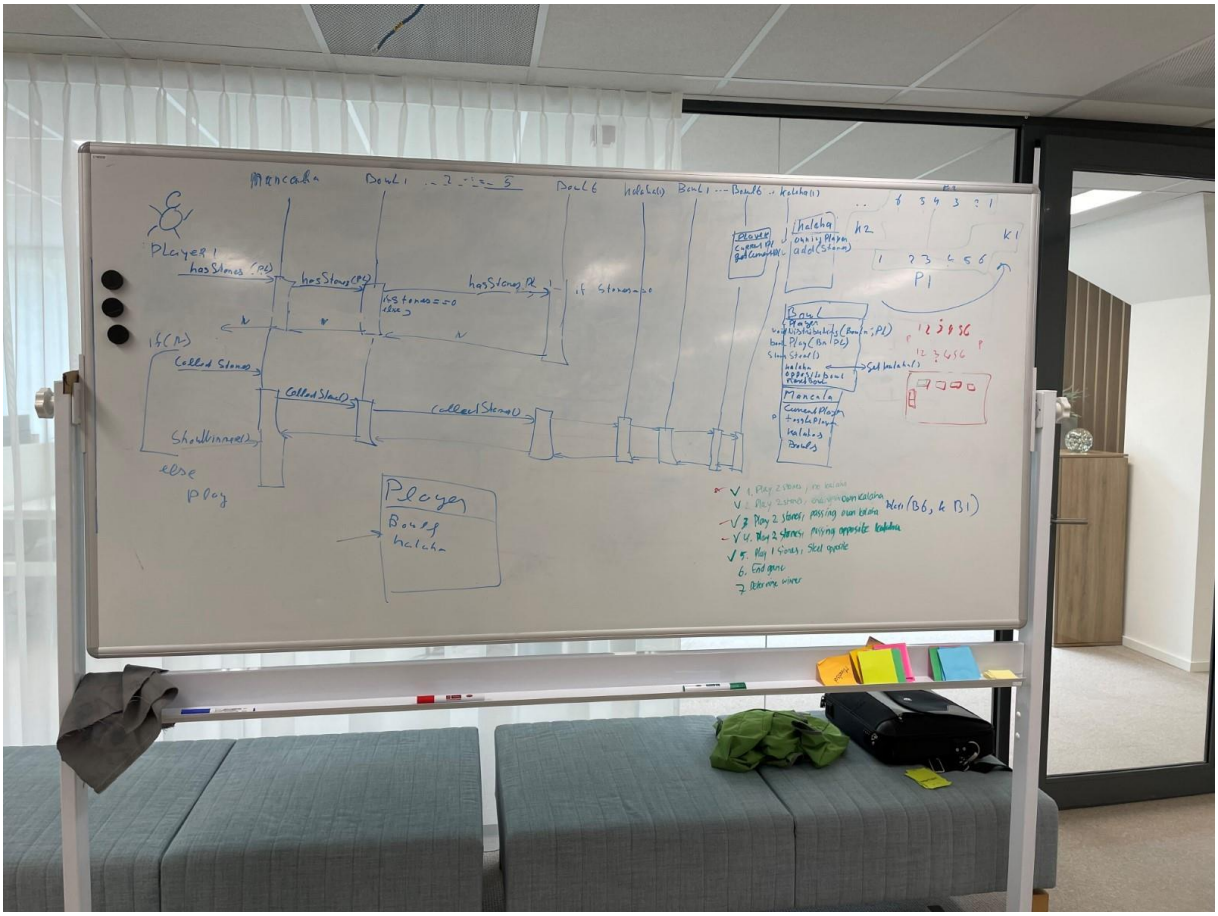
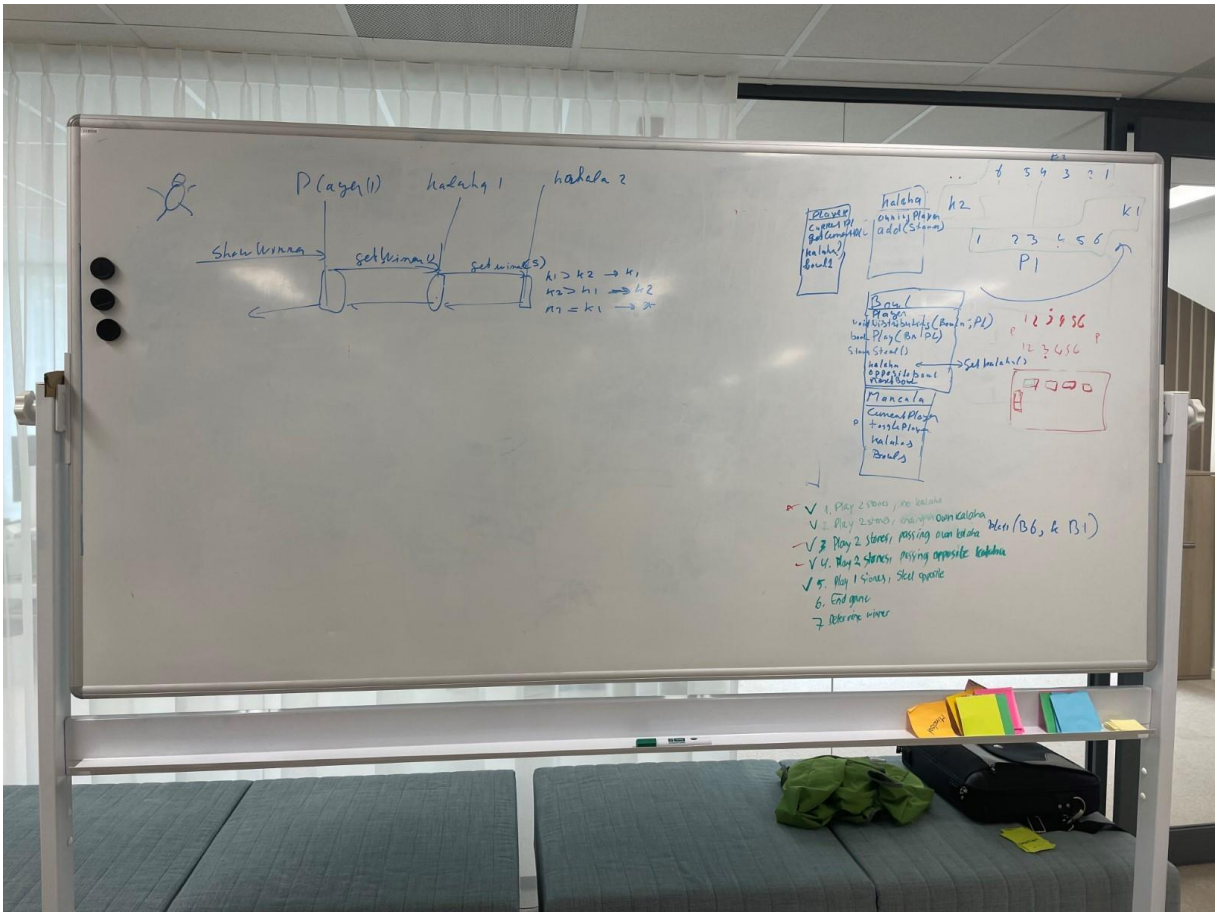
End game



Determine winner



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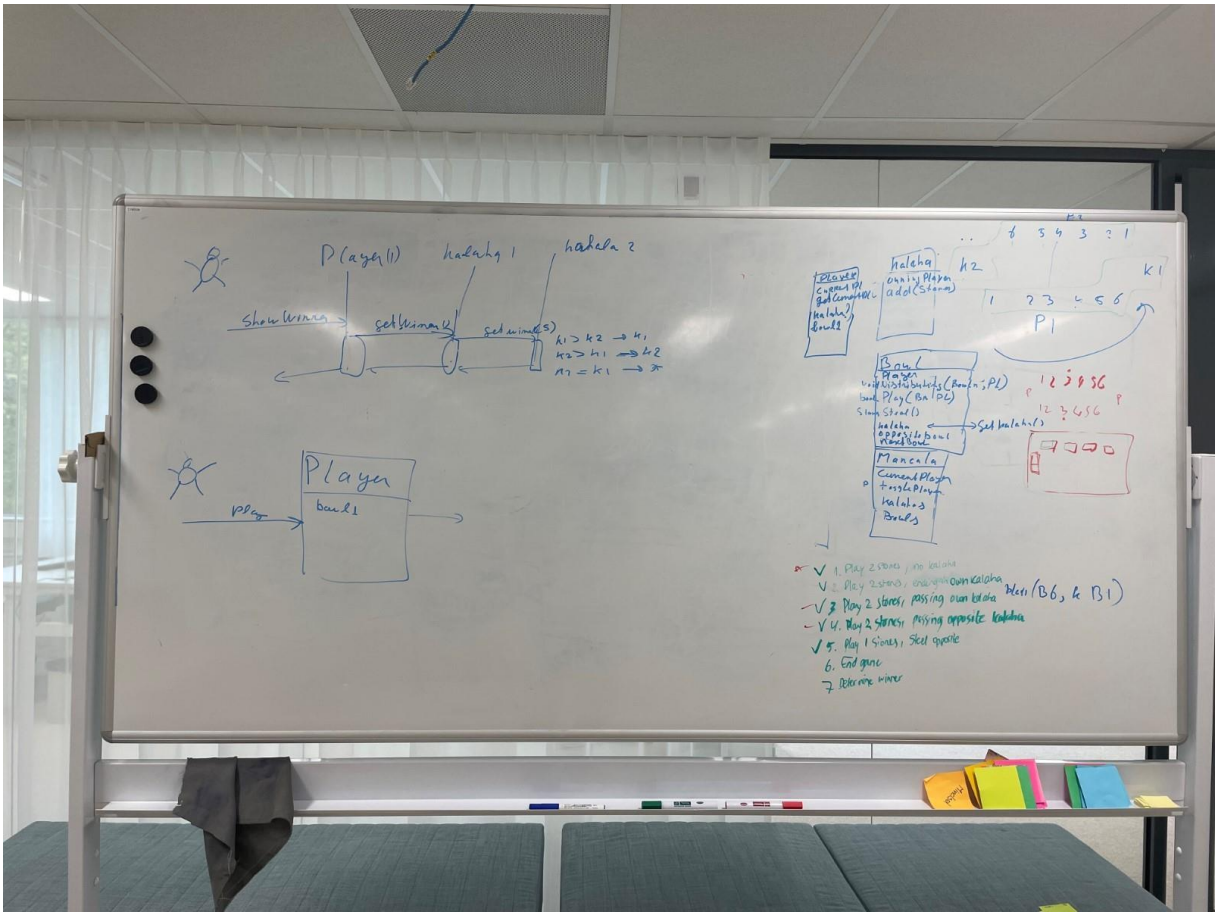
Other pictures:
Model Player



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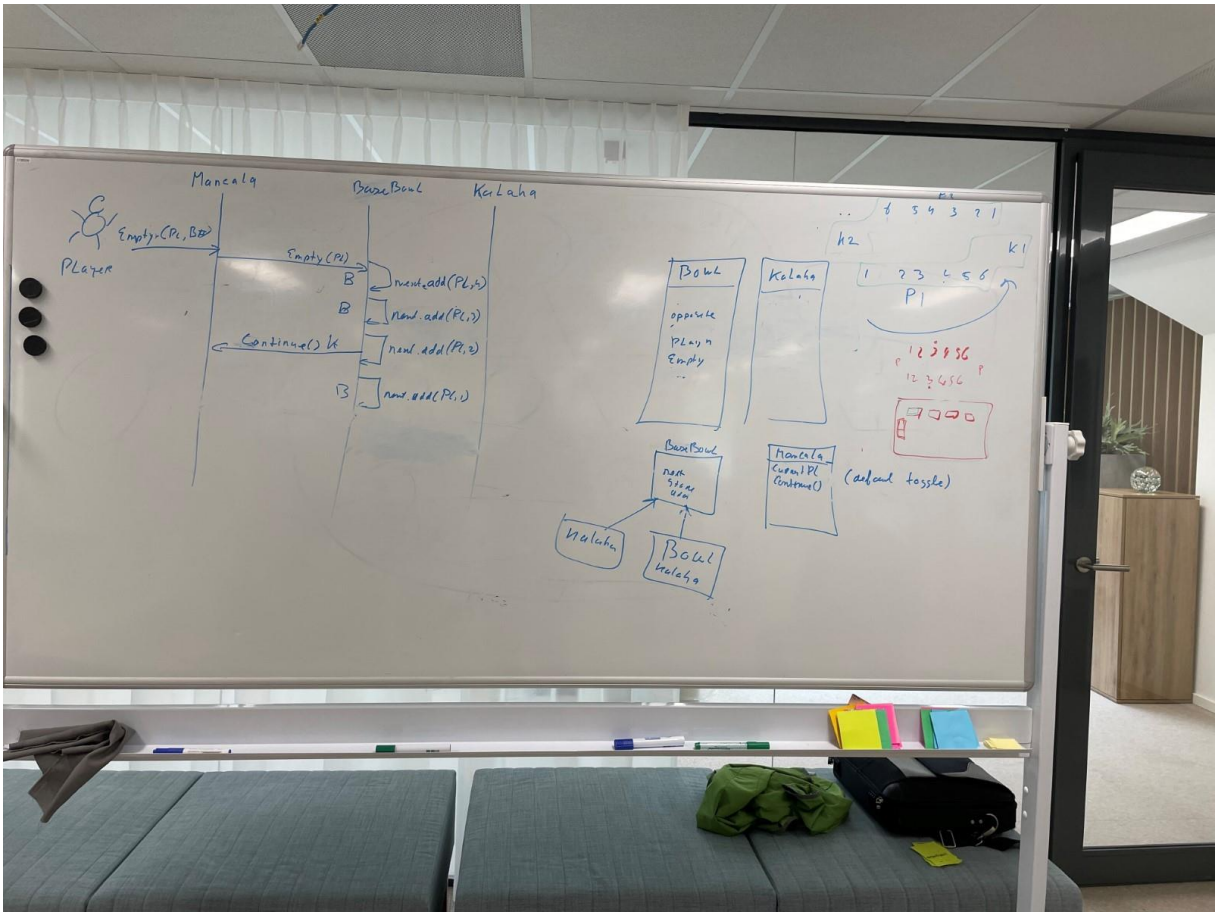
Very first model: (note this was a class and interface scenario)



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Discussion notes:

1. Limit the amount of properties in an object, because it will make the object too complicated. If it can be asked by a neighbour it is preferable to do that.
2. Try to eliminate the Mangala, it is a façade. (eg use a Board which contains only starting reference to the first bowl.)
3. To determine the winner, model a Player and ask the amount of stones

4. Do not keep track of all bowls and kahalas, but instead keep only the reference to the first bowl, and perform all method call on that one, it should pass it to next. And if the next regocnize it is addressed to it's bowl, do perform that action.