

Record number of Games

Record number of win/losses per player

Implement high score table, player rankings etc

Use JavaSockets Api to setup multiplayer over a network

Create Ai player

Allow both players to simultaneously redistribute shells in order to determine the player who goes first

Yes (There are still shells)

Yes (There are still shells)

Is there any shells left in either players trays?

Is there any shells left in either players trays?

No

No

P1 Store > P2 Store

P1 Store > P2 Store

Player 1 has won

Player 1 has won

Start new game -
display default
Sungka Board

Select Random
Player

Does player have
any shells in small
trays on his/her
side?

Yes

Player Takes Turn

Choose one of
seven small trays on
player's side of
board

Record time user
takes to select tray

Pickup/Remove all
shells from tray

MUST SHOW
OBSERVABLE ANIMATION
OF

CAN drop in any
small tray and
player's own store

Redistribute shells in
anti-clockwise (right)
and drop one in
each shell

CANNOT drop in
opponents store

Player gets additional move

If last shell dropped
in player's own store

Last tray is
opponents side

If last shell dropped
in EMPTY small tray
on player's own side

The last tray of shells of players side
and opposite opponent tray gets
captured and moved to player's store

Game Over - No
more shells in any of
small trays

Player 1 has won

Player 1 has won

Switch Players