Use Cases

# Setup Game

1. Enter number of stones
2. Select board style
3. Game is started

# Play Turn

1. Click a pit
2. Move Stones according to Mancala rules

## Variation #1

1. Start at Step 1
2. Inform player it’s not his turn yet

## Variation #2

1. Start at Step 2
2. Click Undo

## Variation #3

1. Start at Step 2
2. Player wins

# New Game

1. Click new game
2. Board is reset

# End Game

1. Click end game
2. Program exits