

# Mancala

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# Splash Page



# Splash Page

- Mancala Paneling for spacing
- JLabels, JButtons

# Start Menu Options

The image shows a screenshot of the Mancala game interface. At the top, there is a start menu with two options: "START" and "HOW TO PLAY". Below the start menu is a board setup for two players. The board consists of 12 pits arranged in two rows of six. Each pit contains a number of pebbles, starting with four in each small pit and zero in the collection pits at the ends. The pits are labeled with numbers 4, 4, 4, 4, 4, 4, 0, 4, 4, 4, 4, 0. The side closest to the viewer is labeled "PLAYER 1" and the side furthest is "PLAYER 2". A large black arrow points from the "HOW TO PLAY" button to a detailed instructions window. The instructions window has a yellow header "Instructions" and a yellow footer "OK". It contains text about the objective, board setup, rules, and specific game mechanics like capturing and turns.

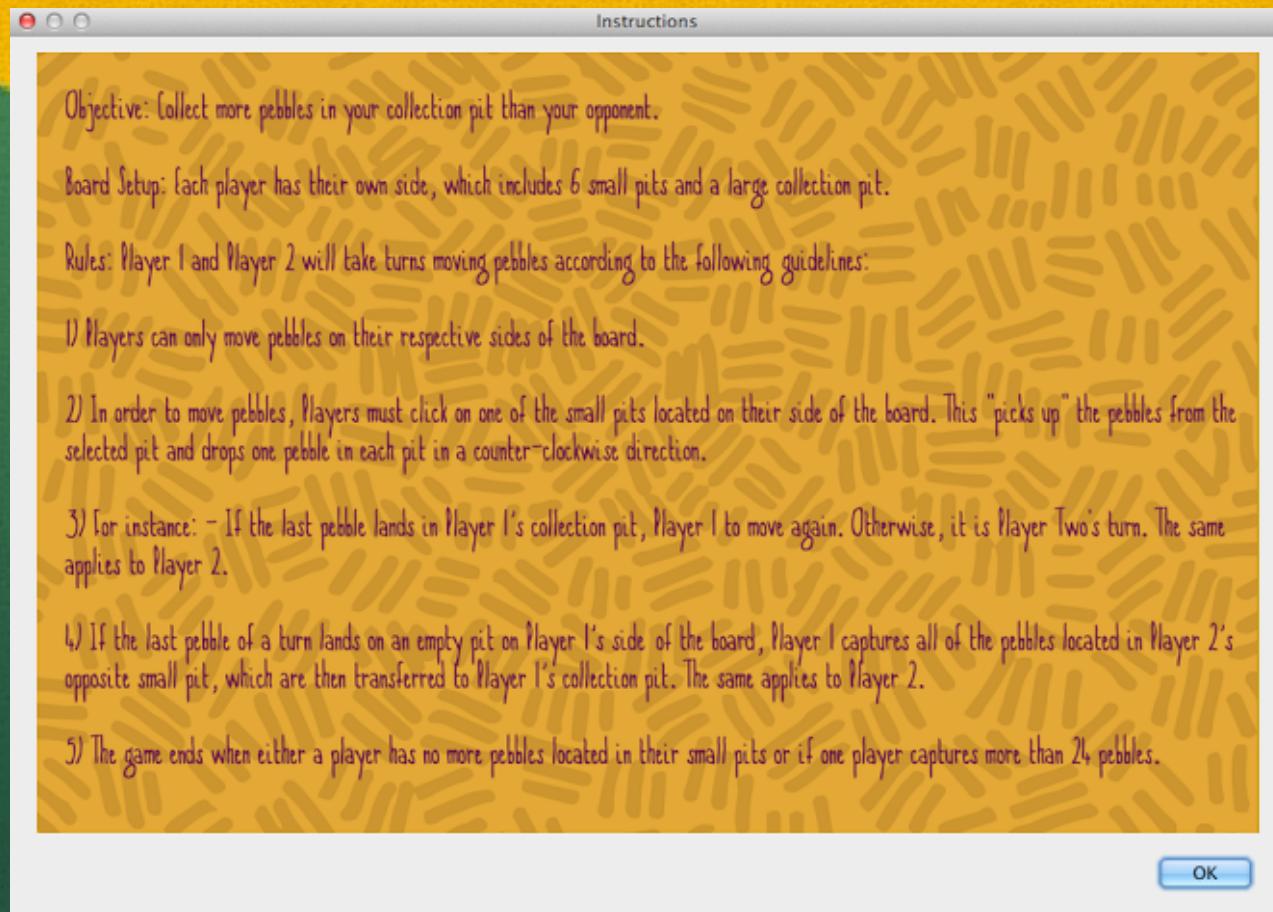
Objective: Capture more pebbles in your collection pit than your opponent.

Board Setup: Each player has 12 pits, which includes 6 small pits and a large collection pit.

Rules: Player 1 and Player 2 will take turns moving pebbles according to the following guidelines:

- 1) Players can only move pebbles on their respective sides of the board.
- 2) In order to move pebbles, Players must click on one of the small pits located on their side of the board. This "picks up" the pebbles from the selected pit and drops one pebble in each pit in a counter-clockwise direction.
- 3) For instance: - If the last pebble lands in Player 1's collection pit, Player 1 to move again. Otherwise, it is Player Two's turn. The same applies to Player 2.
- 4) If the last pebble of a turn lands on an empty pit on Player 1's side of the board, Player 1 captures all of the pebbles located in Player 2's opposite small pit, which are then transferred to Player 1's collection pit. The same applies to Player 2.
- 5) The game ends when either a player has no more pebbles located in their small pits or if one player captures more than 24 pebbles.

# Instructions Panel



Pop-Up Message Dialog Box

# Play Mancala



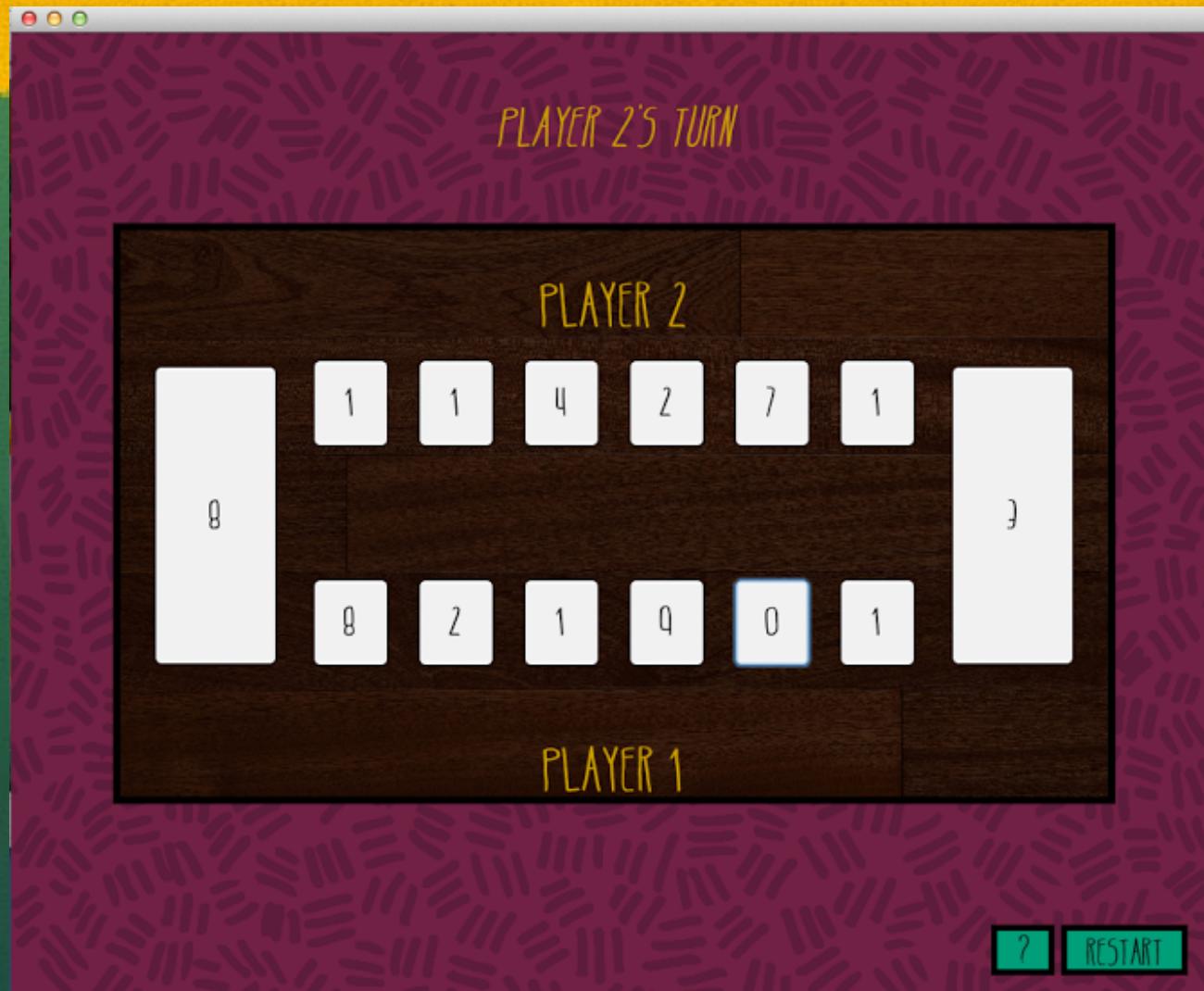
# Game Features

- Small Pits are all initialized to “4” pebbles in a pit
- All are buttons (Collection pits have no action listeners)
- Conditional statements prevent a player from clicking on pits that do not belong to them

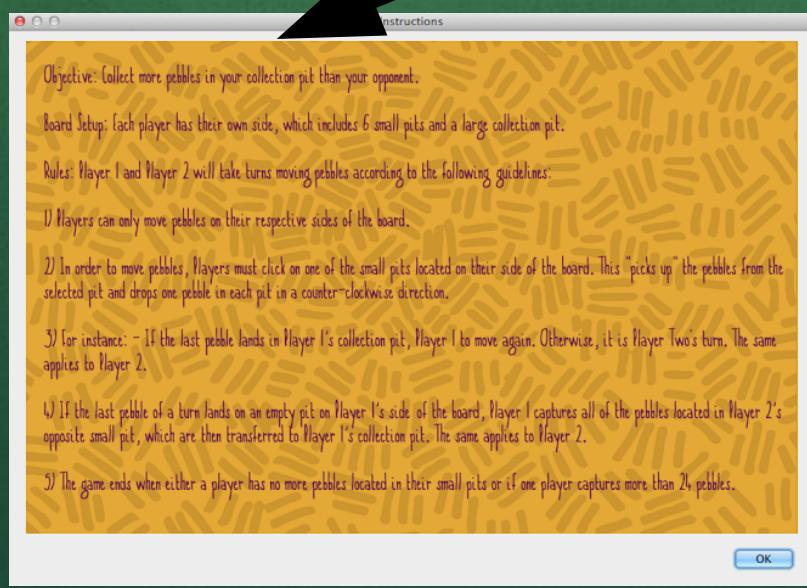
# Game Features (Contd.)

- Alerts both players which turn they are on throughout the game
  - Helpful because players frequently have the option to move again.
- Board updates itself after every turn, updating the count on each pit

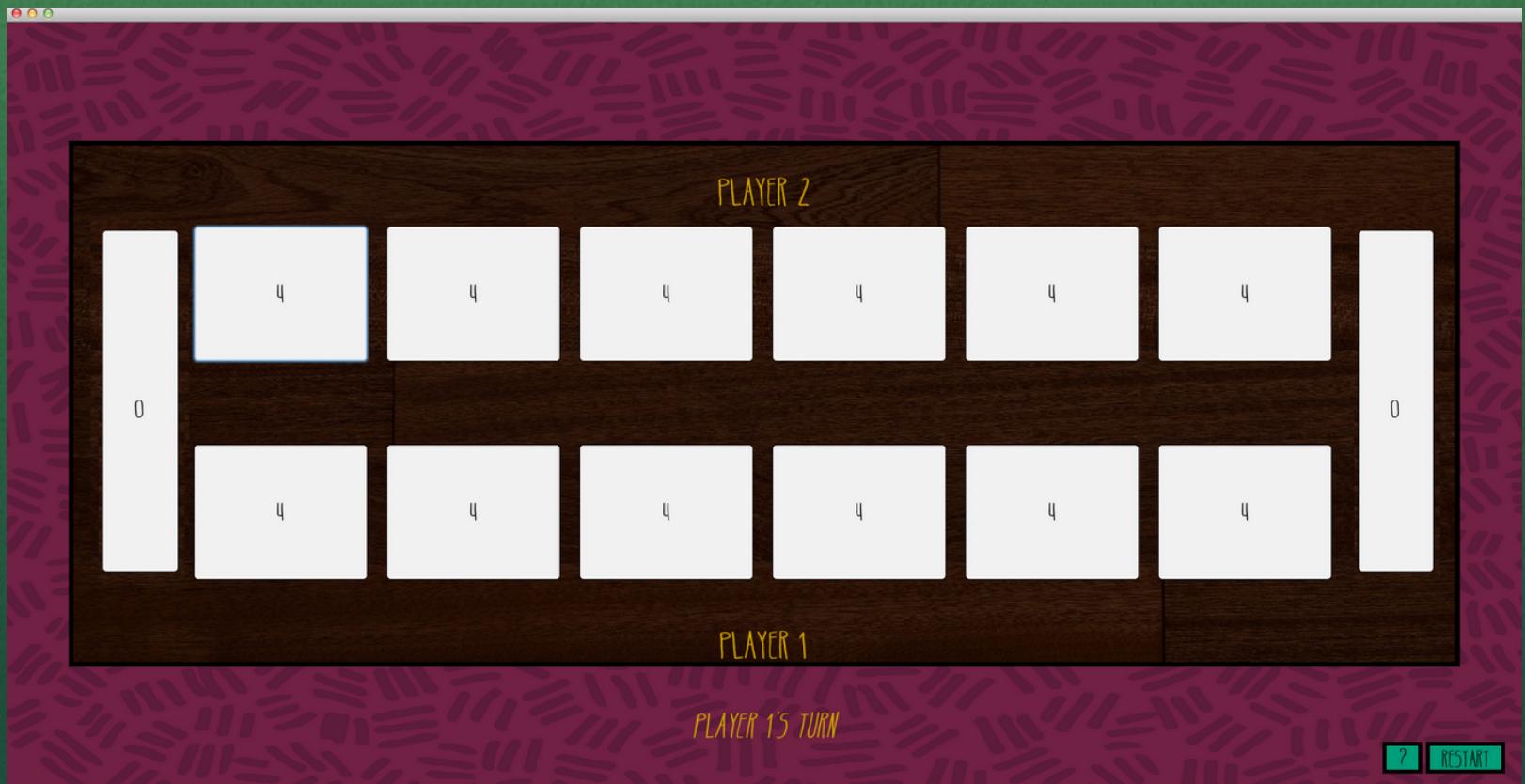
# Example of Play Run Through



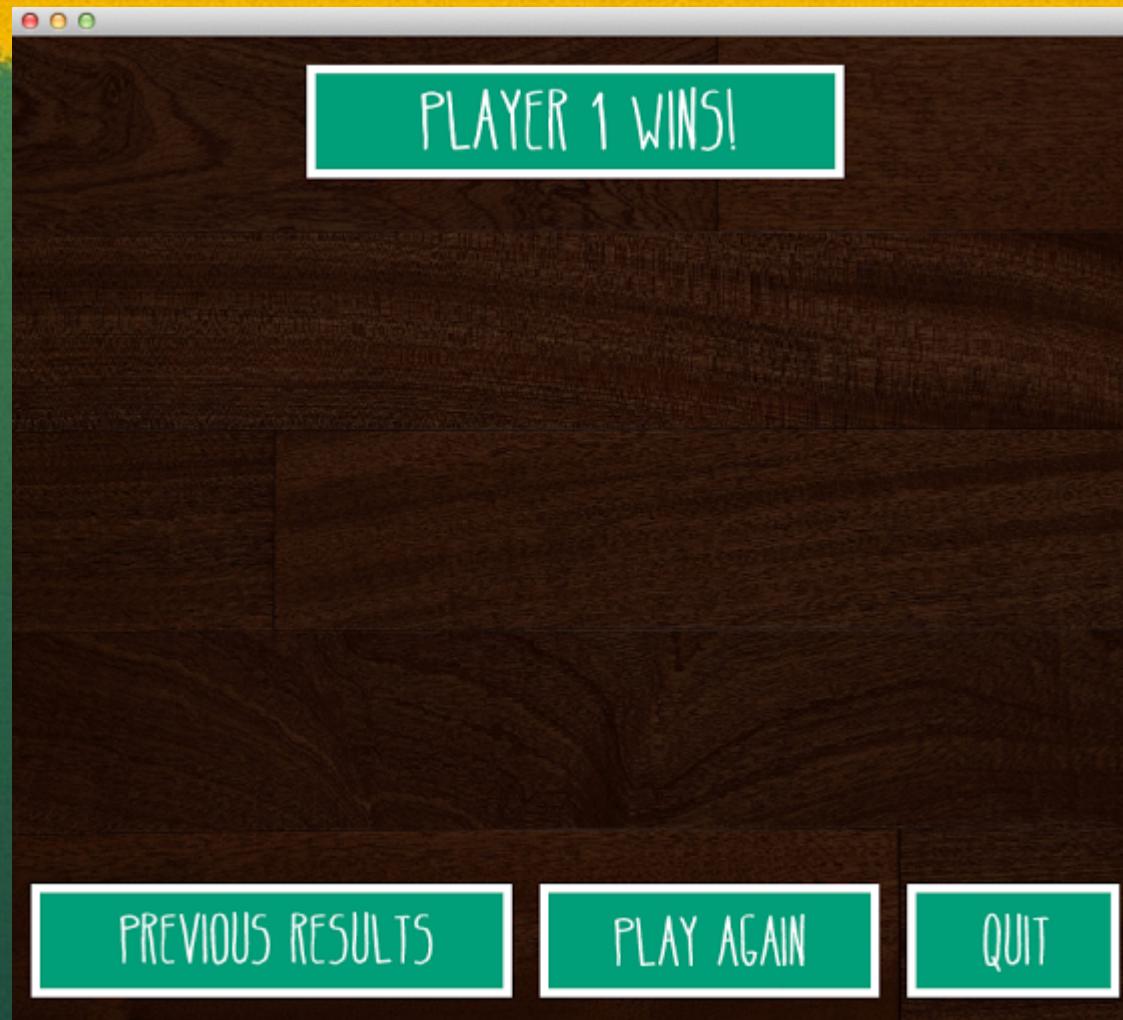
# Game Screen Options



# Resize ability



# Game Over



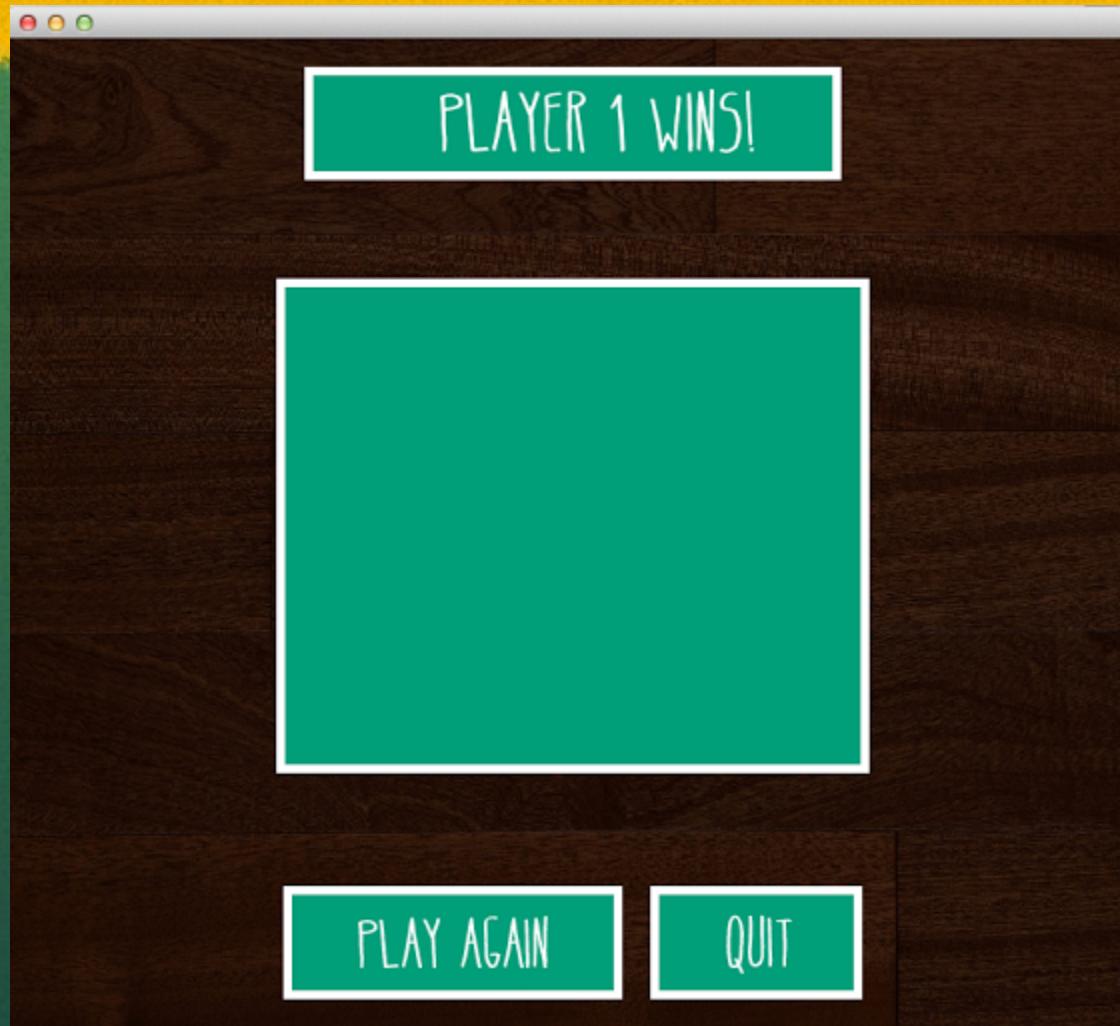
# Game Over

- Tells the players the outcome of the game: which player was victorious
- Buttons below give user the options to:
  - Displays previous winners
  - Restart the game
  - Exit out of the game

# List of Previous Winners



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# Challenges Overcome

- Multiple interfaces (PC vs. Apple)
  - The fonts would not work on PC but would for Apple computers
- Button Coloring
  - Resolved by using image of a color instead
- Finding one way to execute the task in a clear vision, often found ourselves with several versions of the same thing
- Image versus Numbers as “Pebble” markers