## UE4 Mancala Project

This game's playable audience is for people of all ages, but is intended more for people who enjoy strategy games and deep thinking. The target ESRB rating is 'E' for everyone as this is a digital version of an old board game. This project is geared towards playing on a Windows computer but should also be compatible with Apple computers as well.

Game Overview

This game is a digital recreation of the board game Mancala. In Mancala, the player's objective is to collect the most stones by the end of the game. Mancala is a two-player game that is played on a board that is made up of two rows of six holes (sometimes known as pockets or holes) and a store (or Mancala) on either end; one row of holes and one Mancala for each player. In each hole, there are four stones that are placed at the beginning of the game; the color of the pieces is irrelevant.

Once the board is set up, the game begins with one player picking a hole, taking out all the stones, and, moving counterclockwise, depositing one stone in each hole they pass. If they get to their Mancala, a stone is placed inside, and they continue on the next row; the opponent's Mancala is always skipped over. If the last stone you have to play goes into your Mancala, you get to take another turn. Finally, if the last stone you have to play goes into an empty hole on your side, you capture that last stone and any pieces in the hole directly opposite of it.
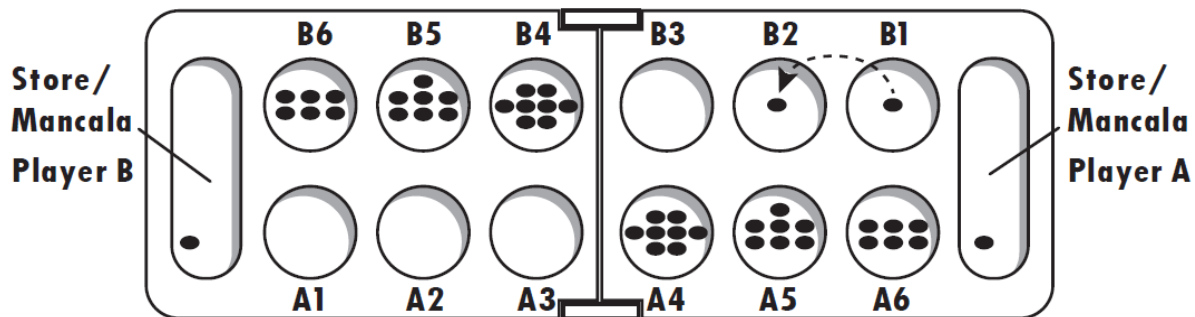
In the example picture, player B has just moved their one stone from B1 to B2. By doing this, they capture the stone in both B2 and A5.

Note all captured stones go into the player's Mancala

The game ends when all six holes on one side of the Mancala board are empty. Any remaining stones on the board are given to the player whose side the stones are one. The players then count all their stones and the winner is the player with the most.