

# **Mancala: Use cases**

**Use cases are based on classification of user stories (see names in brackets after headings).**

**Pre-precondition:** Two players are playing Mancala.

**Title: Player makes a move. (Casual User Stories)**

**Description:** Player chooses one pit from his side and picks up all seeds from this pit. He drops one seed into each pit, moving counter-clockwise and starting from the next pit. The last seed lands in a his own nonempty pit. It is player's opponent's turn to make a move.

**Title: Player makes a move and gets a new move. (New Turn User Stories)**

**Description:** Player chooses one pit from his side and picks up all seeds from this pit. He drops one seed into each pit, moving counter-clockwise and starting from the next pit. The last seed lands in a his own store, so he gets another move.

**Title: Player makes a move and steals opponent's seeds. (Capturing User Stories)**

**Description:** Player chooses one pit from his side and picks up all seeds from this pit. He drops one seed into each pit, moving counter-clockwise and starting from the next pit. The last seed lands in a his own empty pit, so the player takes this only seed and all the seeds from the adjacent opponent's pit and places them in his store.

**Title: Player makes a move and wins the game. (Winning / Loosing User Stories)**

**Description:** The player's pits are empty except last pit before store, he picks up all seeds from this pit. Player drops one seed into each pit, moving counter-clockwise and starting from the next pit. The last seed lands in a opponent's pit and all pits in player's side are empty now. All seeds from opponent's pits go to opponent's store, but there are less seeds in opponent store as player's store. Player wins the game.

**Title: Player makes a move and loses the game. (Winning / Loosing User Stories)**

**Description:** The player's pits are empty except last pit before store, he picks up all seeds from this pit. Player drops one seed into each pit, moving counter-clockwise and starting from the next pit. The last seed lands in a opponent's pit and all pits in player's side are empty now. All seeds from opponent's pits go to opponent's store, but there are more seeds in opponent store as player's store. Player loses the game.

**Title: Player makes a move and makes draw. (Drawing User Stories)**

**Description:** The player's pits are empty except last pit before store, he picks up all seeds from this pit. Player drops one seed into each pit, moving counter-clockwise and starting from the next pit. The last seed lands in a opponent's pit and all pits in player's side are empty now. All seeds from opponent's pits go to opponent's store, player's and opponent's stores contain 18 seeds. The game ends in a draw.