

NAME

mgl_initgame, mgl_playturn, mgl_endgame, - Turkish mancala game library

SYNOPSIS

```
#include <mangala.h>
```

```
struct mgl_game;
```

```
int
```

```
mgl_endgame(struct mgl_game *game);
```

```
int
```

```
mgl_playturn(struct mgl_game *game, int sel);
```

```
void
```

```
mgl_initgame(struct mgl_game *game);
```

DESCRIPTION

Descriptions of fuctions:

mgl_initgame

initializes the game. Sets internal variables and does some initializing tasks.

mgl_playturn

Plays turn at once. Firstly it starts turn. Second argument should be a integer between 1 and 6. Then it does internal actions. Shares rocks to pits. At the end it checks end-of-turn state. If second argument not setted correctly, it returns MGL_ERR.

mgl_endgame

checks for is game finished? If true it checks who finished the game and puts all remaining rocks to his/her collection.

RETURN VALUES**mgl_playturn**

retuns MGL_ERR if sel is not true. Otherwise it returns MGL_OK.

EXAMPLES

For a complete example/demo please see <https://kurth4cker.codeberg.page/mangala>: **mangala**

HOMEPAGE

<https://kurth4cker.codeberg.page/libmangala>

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BUGS

For reporting bugs, please use: *<https://codeberg.org/kurth4cker/libmangala/issues>*