

# CS118 Programming Assignment

## Kalah

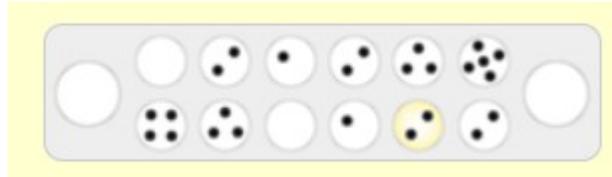
[ Credit to Wikipedia: <http://en.wikipedia.org/wiki/Kalah> ]

(Game has been modified)

Assignment: Write a Python program that will allow playing the game of Kalah (explained below). Validate each player's input, requiring the player to provide new input as long as the value is unacceptable. After each player's turn show the number of seeds in each player's pits and store. The beginning of a game is shown at the bottom of the page. Be sure the program runs until one player's seeds are gone. [HINT: Make two lists, not just one.]

### Equipment

The game requires a Kalah board and 36 seeds or counters. The board has six small pits on each side; and a big pit, called a Kalah or store, at each end.



### Object

The object of the game is to capture more seeds than the opponent.

### Rules

At the beginning of the game, three seeds are placed in each pit, none in the stores.

Each player has six pits and his seeds on his side of the board. His score is the number of seeds in the store to his right.

Players take turns sowing their seeds. On a turn, the player removes all seeds from one of the pits on his side. Moving counter-clockwise, the player drops one seed in each pit in turn, including the player's own store but not his opponent's store. If after placing one seed in all pits and the player's store there still remain more seeds, these go into the player's store.

When either player no longer has any seeds in any of his/her pits, the game ends. The player with the most seeds in his/her store wins.

In this example sequence, the players are BOTH shown in his/her own view (so player 2 appears to be backwards from the game board shown above):

```
Player 1: What pit? [1-6] 6
Player 1: ( 3 ) ( 3 ) ( 3 ) ( 3 ) ( 3 ) ( 0 ) Store: 1
Player 2: ( 4 ) ( 4 ) ( 3 ) ( 3 ) ( 3 ) ( 3 ) Store: 0

Player 2: What pit? [1-6] 6
Player 1: ( 4 ) ( 4 ) ( 3 ) ( 3 ) ( 3 ) ( 0 ) Store: 1
Player 2: ( 4 ) ( 4 ) ( 3 ) ( 3 ) ( 3 ) ( 0 ) Store: 1

Player 1: What pit? [1-6] 6
Player 1: What pit? [1-6] 1
Player 1: ( 0 ) ( 5 ) ( 4 ) ( 4 ) ( 4 ) ( 0 ) Store: 1
Player 2: ( 4 ) ( 4 ) ( 3 ) ( 3 ) ( 3 ) ( 0 ) Store: 1

Player 2: What pit? [1-6] 3
Player 1: ( 0 ) ( 5 ) ( 4 ) ( 4 ) ( 4 ) ( 0 ) Store: 1
Player 2: ( 4 ) ( 4 ) ( 0 ) ( 4 ) ( 4 ) ( 1 ) Store: 1

Player 1: What pit? [1-6] 2
Player 1: ( 0 ) ( 0 ) ( 5 ) ( 5 ) ( 5 ) ( 1 ) Store: 2
Player 2: ( 4 ) ( 4 ) ( 0 ) ( 4 ) ( 4 ) ( 1 ) Store: 1

Player 2: What pit? [1-6] 6
Player 1: ( 0 ) ( 0 ) ( 5 ) ( 5 ) ( 5 ) ( 1 ) Store: 2
Player 2: ( 4 ) ( 4 ) ( 0 ) ( 4 ) ( 4 ) ( 0 ) Store: 2
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