



Othello / Reversi / Black and White game

Here are some online links (rules of the game):

<http://en.wikipedia.org/wiki/Reversi/Othello>

<http://www.freegames.ws/games/boardgames/othello/othello.htm>

There are two types cases of play: one is when two people play, and another is when a person plays against the computer. Do the later case, i.e. with two players.

Starting the design: - it looks good to have

a **Othello** class (which will be taking care of one game)

an **Input** class (or classes – one for Computer and one for a person) which will take care of the input

an **Output** class (which will take care of the displaying one turn of the game).

Player class would be good for each player.

Think what attributes and behaviors will each class have.

Maybe some other classes appear as “good to have” as soon as you start thinking of what should be in

each of the above class.

Programming hints/recommendations:

store the board as a lists of lists, with:

0 representing unoccupied space,

1 representing white disc, and

2 representing black disc

a board can be associated with list of squares for the output

or

you can draw the board and store information about about the center point of each of the cells/squares

So in overall, a board may be a list of lists of tuples (<0-2>, Point)

Decide which lass will store the board, maybe it will be even a separate class, **Board**?