*Project 5 steps you **<u>might</u>** follow*

- Implement game logic, without options (if not done already)
    - Choosing a data structure
    - Figure out which tiles would be flipped if a move (r, c) was made
        - But don't flip them yet!
    - Determine whether a particular move (r, c) is valid
        - No problem! Call your "Which tiles would be flipped?" method and see if it returns an empty list.
    - Determine whether there's any valid move on the board
        - No problem again! Call the "Determine if this move is valid" method once for each row/column combination.
    - …
- Visualize game board
    - Tkinter application with a window containing only a blank canvas and nothing else
    - Draw a grid — start out with an 8x8 grid, to keep things simple
        - Discover the necessary formulas (how wide are the columns, how tall are the rows?)
        - Draw horizontal lines
            - Draw first horizontal line
            - Draw the others
        - Draw vertical lines
            - Draw first vertical line
            - Draw the others
    - Hook in the game logic
        - Create a game logic object and send it into the constructor of the GUI object
            - In the __init__ method, store the game logic object in an attribute of the GUI object (now the GUI always has access to it!)

- Draw the discs – draw the actual discs that the game logic says I should draw
    - Given a row and column along with a color, draw one disc in the right place on the board
    - Loop over all row/column combinations and do that (draw the disc if it should be there, don't draw it if the cell is empty)
- Handle mouse clicks on the canvas and turn them into attempts to make moves
    - Your game logic, at this stage, should already have a method that makes a move, given a row and column
        - You'll need to decide how to turn a mouse click into a row/column
    - Redraw the canvas after making a move
    - Handle invalid moves somehow
- Display the score
- Display whose turn it is
    - (At this point, you've got a complete Othello game!)
- Add support for allowing the user to set the options