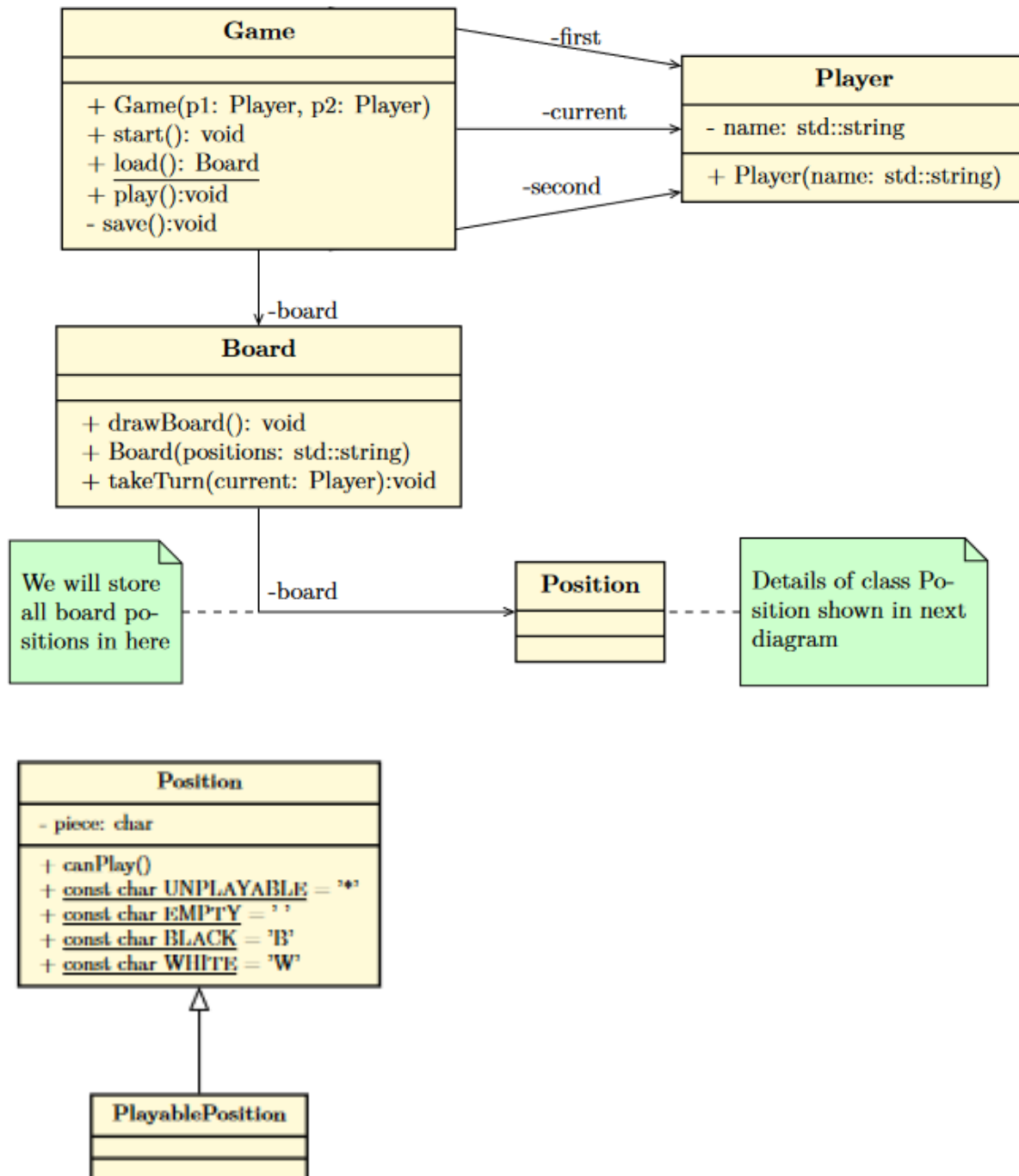


Given the below:



Main differences:

In Game:

- The constructor takes a string value instead of Player. This is because the user does not enter their piece but is only prompted to enter their names. Allowing the player to enter their own pieces may cause confusion since in Othello/ reversi black will always go first.
- start(), I was not sure what a start function would even do. It seems synonymous with play. Therefore, it was not included.
- load() has type Game instead of Board.
- play() unchanged
- save() unchanged
- first is replaced with “black” and second is replaced with “white” this was done because black goes first in all variations of Othello/reversi. It also personally made development easier. currentPlayer was unchanged.
- I added a few validation function (8 of them) all of which check a direction of the placed piece, if there is a piece of the opposite color in one of the 8 direction it will check if there is another piece of its own kind at the end. If there is they are all flipped if not, it moves on to the next direction if all directions do not work, the program will tell the user they made an invalid move

The above is split into 9 functions namely the check<insert direction> and makeMove()

- isOver checks all the empty positions, it runs them through the above validation functions. If at least one of them returns a true value isOver() returns false.

### In Player:

- Mostly unchanged, player however also hold a char value which it receives from position.

### In Board:

- drawBoard() is just named printBoard()
- Board construction did not seem necessary since game did all the validations, regarding position.
- TakeTurn() the following function is two lines of code and is used once in the entire program, for said reasons I decided to implement the game without implementing a TakeTurn() function.
- 

### In Position:

- canPlay was replaced with isOver() and the validations functions in Game
- UNPLAYABLE was replaced with an array since we are given 4 unplayable values, mine were 58, 59, 60, 61. It seems unintuitive to not store these values in an array (If we wish to make changes, we can simply add/remove values to our array)
- BLACK and WHITE were left unchanged