

# Othello Game up down design

Get input

In range

Empty cells

Not a  
character

Print board

Points

Cell characters

1 to  
8(horizontal)

10 to 80(vertical)

Points counter

Black points

White points

End game check

No more moves  
possible

Try again

Restart

Legal moves  
checking

Same color  
reaching  
check  
(Not a Close  
Neighbor)

Changing the  
color

Player's color

White

Black