

Othello – The Board Game



2 - Player Othello/Reversi game

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Synopsis/Abstract

Othello is a strategy board game for 2 Players (Black and White), played on an 8 by 8 board.

Installations required

Java JDK and JRE

Java JDK and JRE (latest version would be better) are required in order to run the Othello game.

If you do not have Java JDK or JRE pre-installed in your device, then you could download from link provided below:

Java JDK 14: <https://www.oracle.com/java/technologies/javase-jdk14-downloads.html>

Java JRE 8: <https://www.oracle.com/java/technologies/javase-jre8-downloads.html>

Java IDE

Although this is not necessary to have in your device, it will be better and easier to run the game with the help of an IDE.

If you do not have any editor which supports the Java language, following are some links to famous and commonly used editors for download.

Visual Studio Code: <https://code.visualstudio.com/download>

Eclipse IDE: <https://www.eclipse.org/downloads/>

IntelliJ IDE: <https://www.jetbrains.com/idea/download/#section=windows>

How to Run?

With Java IDE

If you have Java IDE installed in your device, simply run our project source code by clicking on the “Run” button of IDE.

Without Java IDE

1. Open Terminal (Command Prompt/Powershell)
2. Navigate through to directory where you have stored our project source code (with the help of cd command)
3. Type the commands as given below to compile and run the java file.

For Player1.java

```
PS C:\Users\Parth Prajapati\Desktop\VS_JAVA> javac Player1.java
PS C:\Users\Parth Prajapati\Desktop\VS_JAVA> java Player1
```

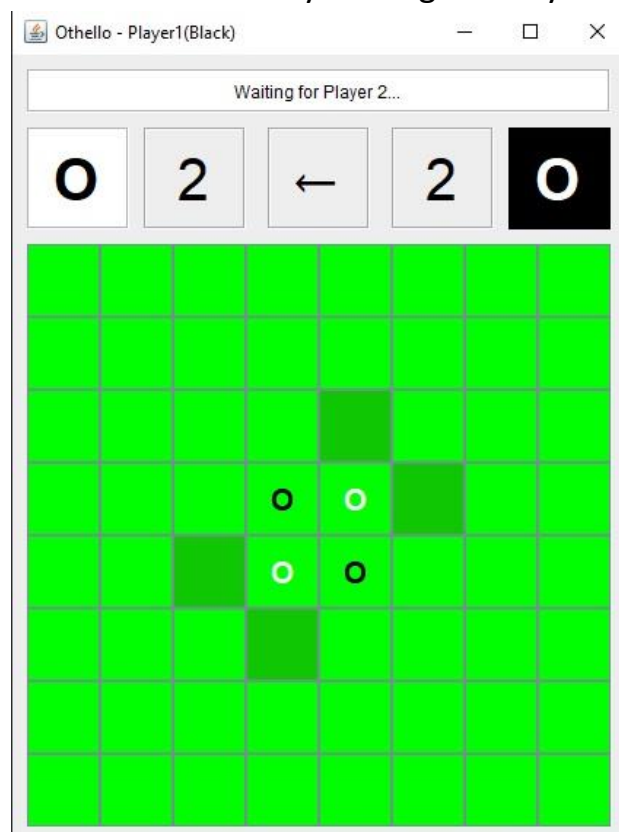
For Player2.java

```
PS C:\Users\Parth Prajapati\Desktop\VS_JAVA> javac Player2.java
PS C:\Users\Parth Prajapati\Desktop\VS_JAVA> java Player2
```

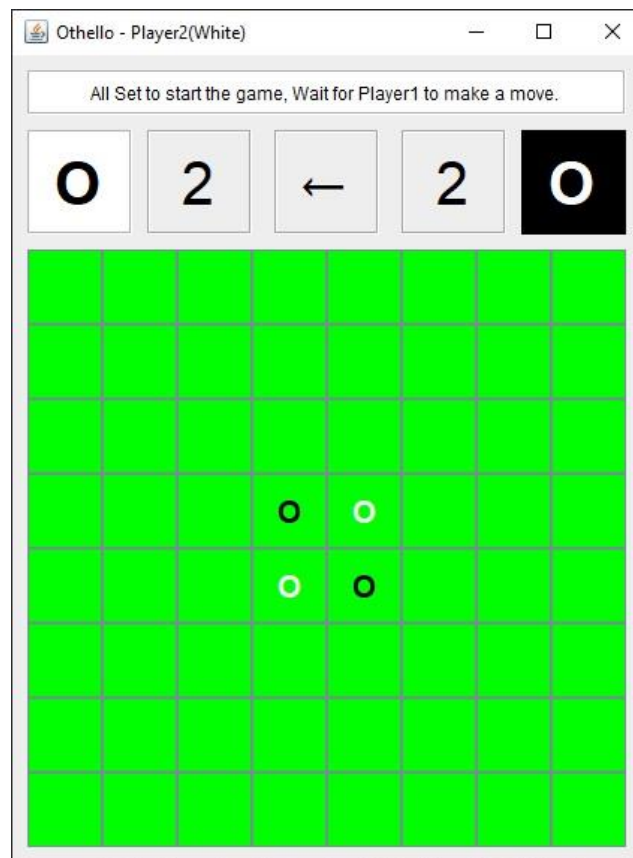
To launch the game, you need to compile and run Player1.java file first and then Player2.java.

How to Use?

1. Compile and run Player1.java file. After running it, a frame will appear as below. (You need to wait for Player2 to get ready for making a move)



2. Compile and run Player2.java file. After running it, a frame will appear as below.



3. Now both the players are ready and the game starts with Player1 having the first move. Below is the picture of the gameplay.



How to play?

If you don't know how to play the game Othello, follow the below link to know the rules and strategies of the game.

<https://www.eothello.com/>