Base Idea: Othello game

Start: Title, description, start/option buttons

Option buttons include color choice

Game:

Beginning: Pieces, board,

Middle: flipping, restart, time,

End: winner, restart,

HTML:

Create a list of grid objects

CSS:

Manipulate the grid objects to show in a grid formation

Change the objects shapes to circles

Add Space between tile spots

Change colors to match the starting boards of Othello games

JavaScript:

Create a drag-n-drop function(s) to allow player interaction

Change the player token color to show different players