

## Instructions for Compiling and Playing Othello Program

1. Download and install Golang
2. Download 'main.go'
3. type into terminal:

```
"go run main.go"
```

4. The terminal will prompt you:

```
"Input file name of premade game state or leave blank for new game:"
```

If you wish to input a preset file, then the file must be in the same directory as main.go and must be a text file with the same format as the 'preset.txt' file in the same folder as these instructions. As seen in the image below, '2' represents Player 1 (Black), '1' represents Player 2 (White), '0' is an empty space, and the number at the bottom represents whose turn it is.

2	2	2	2	2	2	2	2
1	1	2	2	2	2	2	2
2	1	1	2	1	2	2	2
2	1	1	1	2	2	1	2
2	1	2	2	1	2	1	2
2	1	2	2	1	1	1	2
2	2	1	1	1	1	1	2
2	0	2	2	2	2	0	0
2							

If you want a new game, just press enter with no text.

5. The terminal will prompt you:

```
"Is Player 1 (Black) a computer? (y/n):"
```

Input 'y' if you want player 1 as a computer or any other key if you want player 1 as a human.

6. The terminal will prompt you:

```
"Is Player 2 (White) a computer? (y/n):"
```

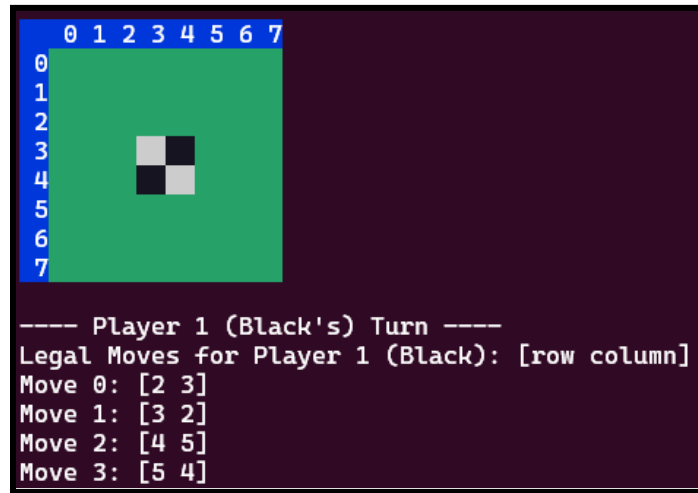
Input 'y' if you want player 2 as a computer or any other key if you want player 2 as a human.

7. The terminal will prompt you:

`"Input time limit for turn:"`

Input any positive integer as the time limit for the computer to make a decision.

8. The game will then start, and during each turn, the terminal will display the current board and list the legal moves for the current player in this format:

A terminal window with a dark purple background. At the top left, a 7x7 board is displayed. The top row is labeled 0-7 and the left column is labeled 0-7. The board is mostly green, with a 2x2 black and white checkerboard pattern in the center (rows 2-3, columns 3-4). Below the board, the text reads: "---- Player 1 (Black's) Turn ----", "Legal Moves for Player 1 (Black): [row column]", "Move 0: [2 3]", "Move 1: [3 2]", "Move 2: [4 5]", "Move 3: [5 4]".

```
0 1 2 3 4 5 6 7
0
1
2
3
4
5
6
7
---- Player 1 (Black's) Turn ----
Legal Moves for Player 1 (Black): [row column]
Move 0: [2 3]
Move 1: [3 2]
Move 2: [4 5]
Move 3: [5 4]
```

where the first number in the brackets is the row and the second is the column. If the current player is human, the terminal will prompt the user:

`"Input Move Number:"`

The user must input a valid move number for the turn to end and next turn to begin. If the current player is a computer, it will automatically choose a move within the time limit.

9. This process repeats until the game is over. The terminal will then display the final piece count of each player as well as the winner.