Read Me Assignment 5

Objective:

The goal of this assignment is to implement Minimax to play othello.

Implementation:

The program has been implemented using **JAVA**, JRE 8. **Eclipse Luna** has been used as an IDE.

Execution:

To run type java -jar othello.jar <board size> <Player's Colour> <Depth>

example

othello -jar 8 W 5

Running the program in depth 5 is recommended.

Source Code and Sample Outputs:

Source code can be found inside the 'Source/Src' folder.

Sample outputs ate provided inside 'Sample_output' folder.

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