Othello

Starting Position

Rules

Instructions

During your turn, put a piece onto the grid so that it aligns with another piece of yours on a straight line, while at least one opponent piece is completely surrounded and becomes your piece.

You cannot move without capturing opponent pieces.

When both players cannot move, the game ends. The player with the most pieces turned to his corresponding color wins.

START

Plan:
Week 1: Work on the piece/flipping logic
Week 2: Work on the board design
Week 3: Work on the connection flow between the backend and frontend
Week 4: Create a dummy AI to play against

Final Features:
To be able to play through the game make sure everything is working from start to finish.
Ending/No move game scenarios are all complete. Be able to forfeit.

Motivation:
Use to play this game a lot as a kid and went through the pain of having to flip each piece so I want to make an automated way on my own.