

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.



The diagram shows a 5x5 grid with a green and white checkerboard pattern. It illustrates a capture move. White pieces are at (1,1), (2,2), (3,3), (4,4), and (5,5). Black pieces are at (2,4), (3,4), and (4,5). A white piece is being placed at (1,4), which would surround the black piece at (2,4) between two white pieces at (1,1) and (2,2).

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.