TASK

**Overview**:

The two games "Tic Tac Toe" and "Connect Four" have already been implemented.

This semester assignment has 2 main parts:

Theory, familiarize yourself with the existing code

Expand the functionality by adding a third game called Othello.

The rules of the game are quite simple but be sure you understand the rules correctly otherwise it can be a lot of extra work.

**Learning objectives**:

put in code

understand what the task asks for, (read up on the rules of the game)

plan code projects, design classes and dependencies between them

use object-oriented principles such as polymorphism, inheritance and abstract classes

neat and readable code style that makes maintenance / extension of the code easier.

Package player - Several types of Player objects are implemented GuiPlayer, ConsolePlayer, MiniMaxPlayer DumbPlayer and RandomPlayer.

All of these Players can be used on both games (and potentially multiple games).

The game package runs the game through a "game loop" and asks the various players for input.

What type of player and what type of graphics it is that should not be important, you can replace both.

The GUI package - what it takes to get a graphical user interface (except GuiPlayer)

Terminal package - what is needed to play from terminal (except ConsolePlayer)

Use

The game can be run in two ways:

-inf101.sem 2.Main Terminal - Runs the game via the terminal.

-inf101.sem2.MainGUI - Runs the game with graphical user interface.