

The Grid class contains many piece objects of the Piece class, either black or white. Two players have a Grid object for the Othello gameboard which helps them determine valid moves and when they have lost. The PlayGame class runs the whole game and has a Gid object (othelloBoard), a blackPiece and a whitePiece Piece object that are used to insert into the othelloBoard, and player1Black and player2White objects that play the game against each other.

