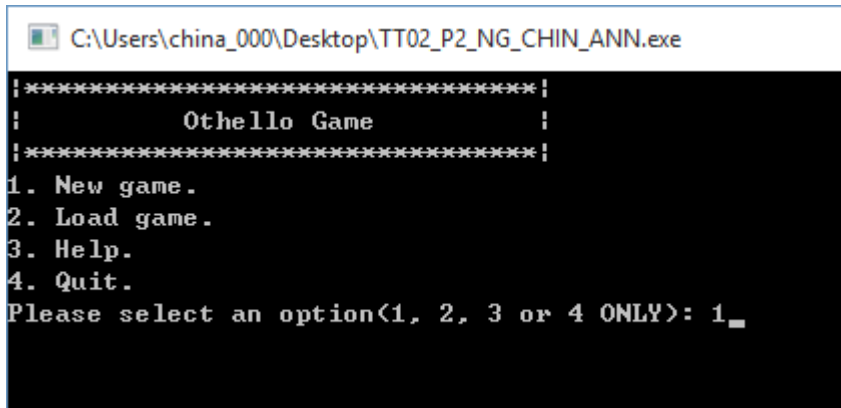


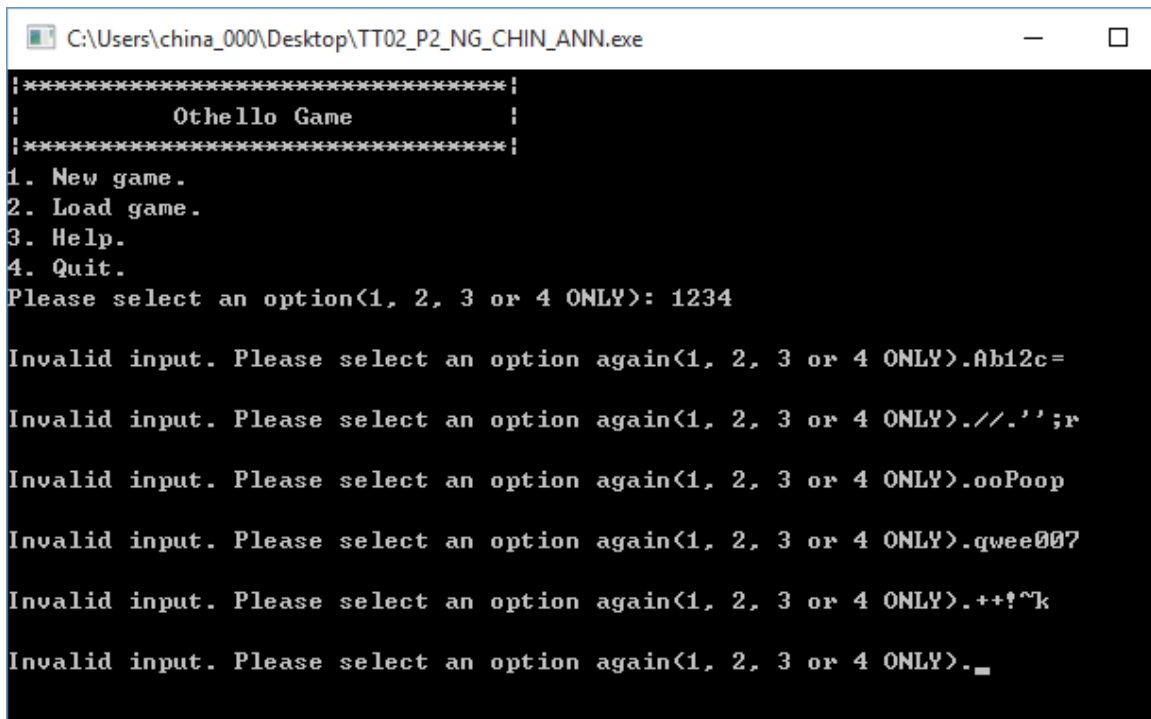
Othello Game sample output screen.

Main Menu

A screenshot of a Windows application window titled "C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe". The window contains a black terminal-style interface with white text. The text displays the "Othello Game" title, a list of four menu options (New game, Load game, Help, Quit), and a prompt asking the user to select an option. The user has entered "1".

```
*****  
|           Othello Game           |  
*****  
1. New game.  
2. Load game.  
3. Help.  
4. Quit.  
Please select an option<1, 2, 3 or 4 ONLY>: 1_
```

Main menu error check.

A screenshot of the same Windows application window as above, but showing multiple instances of invalid input. The user enters "1234", "Ab12c=", ";//.'';r", "ooPoop", "qwee00?", and "++!~k", each followed by a message: "Invalid input. Please select an option again<1, 2, 3 or 4 ONLY>.". The final prompt shows the user has entered an empty line, indicated by a cursor.

```
*****  
|           Othello Game           |  
*****  
1. New game.  
2. Load game.  
3. Help.  
4. Quit.  
Please select an option<1, 2, 3 or 4 ONLY>: 1234  
  
Invalid input. Please select an option again<1, 2, 3 or 4 ONLY>.Ab12c=  
Invalid input. Please select an option again<1, 2, 3 or 4 ONLY>.;//.'';r  
Invalid input. Please select an option again<1, 2, 3 or 4 ONLY>.ooPoop  
Invalid input. Please select an option again<1, 2, 3 or 4 ONLY>.qwee00?  
Invalid input. Please select an option again<1, 2, 3 or 4 ONLY>.+~!k  
Invalid input. Please select an option again<1, 2, 3 or 4 ONLY>._
```

Sample run for Player O input.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe
|---+---+---+---+---+---+---+---|
8| | | | | | | | |
|---+---+---+---+---+---+---+---|
7| | | | | | | | |
|---+---+---+---+---+---+---+---|
6| | | | | | | | |
|---+---+---+---+---+---+---+---|
5| | | | O | X | | | |
|---+---+---+---+---+---+---+---|
4| | | | X | O | | | |
|---+---+---+---+---+---+---+---|
3| | | | | | | | |
|---+---+---+---+---+---+---+---|
2| | | | | | | | |
|---+---+---+---+---+---+---+---|
1| | | | | | | | |
|---+---+---+---+---+---+---+---|
  a  b  c  d  e  f  g  h
    O score= 2 X score= 2

O player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==> c 4_

```

↓↓↓

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe
|---+---+---+---+---+---+---+---|
8| | | | | | | | |
|---+---+---+---+---+---+---+---|
7| | | | | | | | |
|---+---+---+---+---+---+---+---|
6| | | | | | | | |
|---+---+---+---+---+---+---+---|
5| | | | O | X | | | |
|---+---+---+---+---+---+---+---|
4| | | O | O | O | | | |
|---+---+---+---+---+---+---+---|
3| | | | | | | | |
|---+---+---+---+---+---+---+---|
2| | | | | | | | |
|---+---+---+---+---+---+---+---|
1| | | | | | | | |
|---+---+---+---+---+---+---+---|
  a  b  c  d  e  f  g  h
    O score= 4 X score= 1

X player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==> _

```

Error check for input.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe
|-----|
8| | | | | | | | |
|-----|
7| | | | | | | | |
|-----|
6| | | | | | | | |
|-----|
5| | | 0 X | | | |
|-----|
4| | 0 0 0 | | | |
|-----|
3| | | | | | | |
|-----|
2| | | | | | | |
|-----|
1| | | | | | | |
|-----|
  a  b  c  d  e  f  g  h
    0 score= 4 X score= 1

X player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==> a 1
Invalid, please enter again!
==> c 4
Invalid, please enter again!
==> e3
Invalid, please enter again!
==> An123
Invalid, please enter again!
==> .,;;'?!
Invalid, please enter again!
==> e 5
Invalid, please enter again!
==> _

```

Sample run for Super Power 1.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

|---+---+---+---+---+---+---+---|
8| | | | | | | | |
|---+---+---+---+---+---+---+---|
7| | | | | | | | |
|---+---+---+---+---+---+---+---|
6| | | | | | | | |
|---+---+---+---+---+---+---+---|
5| | | | 0 | X | | | |
|---+---+---+---+---+---+---+---|
4| | | 0 | 0 | X | | | |
|---+---+---+---+---+---+---+---|
3| | | | | X | | | |
|---+---+---+---+---+---+---+---|
2| | | | | | | | |
|---+---+---+---+---+---+---+---|
1| | | | | | | | |
|---+---+---+---+---+---+---+---|
  a  b  c  d  e  f  g  h
    0 score= 3 X score= 3

0 player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==> super1
Swap the discs between two player.
Press any key to continue . . .

```

↓↓↓

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

|---+---+---+---+---+---+---+---|
8| | | | | | | | |
|---+---+---+---+---+---+---+---|
7| | | | | | | | |
|---+---+---+---+---+---+---+---|
6| | | | | | | | |
|---+---+---+---+---+---+---+---|
5| | | | X | 0 | | | |
|---+---+---+---+---+---+---+---|
4| | | X | X | 0 | | | |
|---+---+---+---+---+---+---+---|
3| | | | | 0 | | | |
|---+---+---+---+---+---+---+---|
2| | | | | | | | |
|---+---+---+---+---+---+---+---|
1| | | | | | | | |
|---+---+---+---+---+---+---+---|
  a  b  c  d  e  f  g  h
    0 score= 3 X score= 3

X player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==>

```

Error check for Super Power 1.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe
|---+---+---+---+---+---+---+---+---|
8| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
7| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
6| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
5| | | | X | 0 | | | | |
|---+---+---+---+---+---+---+---+---|
4| | | X | X | X | X | | | |
|---+---+---+---+---+---+---+---+---|
3| | | | | 0 | | | | |
|---+---+---+---+---+---+---+---+---|
2| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
1| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
  a  b  c  d  e  f  g  h
    0 score= 2 X score= 5

0 player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==> super1
Super power 1 is used!
Please try another super power or continue input.
==> super1
Super power 1 is used!
Please try another super power or continue input.
==> a 1
Invalid, please enter again!
==> e 3
Invalid, please enter again!
==> c5
Invalid, please enter again!
==> Poo91
Invalid, please enter again!
==> /.'s#4j
Invalid, please enter again!
==> _

```

Sample run for Super Power 2.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

|---+---+---+---+---+---+---+---+|
8| | | | | | | | |
|---+---+---+---+---+---+---+---+|
7| | | | | | | | |
|---+---+---+---+---+---+---+---+|
6| | | | | | | | |
|---+---+---+---+---+---+---+---+|
5| | | 0 0 0 | | | |
|---+---+---+---+---+---+---+---+|
4| | X 0 0 X | | |
|---+---+---+---+---+---+---+---+|
3| | | | 0 | | |
|---+---+---+---+---+---+---+---+|
2| | | | | | | |
|---+---+---+---+---+---+---+---+|
1| | | | | | | |
|---+---+---+---+---+---+---+---+|
  a  b  c  d  e  f  g  h
    0 score= 6 X score= 2

X player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==> super2
Turns 1 row or 1 column randomly to become your discs.
Press any key to continue . . .

```

↓↓↓

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

|---+---+---+---+---+---+---+---+|
8| | | | | | | | |
|---+---+---+---+---+---+---+---+|
7| | | | | | | | |
|---+---+---+---+---+---+---+---+|
6| X X X X X X X X X
|---+---+---+---+---+---+---+---+|
5| | | 0 0 0 | | | |
|---+---+---+---+---+---+---+---+|
4| | X 0 0 X | | |
|---+---+---+---+---+---+---+---+|
3| | | | 0 | | |
|---+---+---+---+---+---+---+---+|
2| | | | | | | |
|---+---+---+---+---+---+---+---+|
1| | | | | | | |
|---+---+---+---+---+---+---+---+|
  a  b  c  d  e  f  g  h
    0 score= 6 X score= 10

0 player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==>

```

Error check for Super Power 2.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe
|-----|
8|  |  |  |  |  |  |  |  |
|-----|
7|  |  |  | 0 |  |  |  |  |
|-----|
6| X | X | X | 0 | X | X | X | X |
|-----|
5|  |  | 0 | 0 | 0 |  |  |  |
|-----|
4|  |  | X | 0 | 0 | X |  |  |
|-----|
3|  |  |  |  | 0 |  |  |  |
|-----|
2|  |  |  |  |  |  |  |  |
|-----|
1|  |  |  |  |  |  |  |  |
|-----|
  a  b  c  d  e  f  g  h
    0 score= 8 X score= 9

X player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==> super2
Super power 2 is used!
Please try another super power or continue input.
==> super2
Super power 2 is used!
Please try another super power or continue input.
==> a 1
Invalid, please enter again!
==> c 4
Invalid, please enter again!
==> e2
Invalid, please enter again!
==> Pooj9
Invalid, please enter again!
==> .;#53K
Invalid, please enter again!
==> _

```

Error check when current player does not have any more move.

```
C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

|---+---+---+---+---+---+---+---+
8| X | X | X | X |   |   |   |   |
|---+---+---+---+---+---+---+
7| O | O | O | O | O | O | O |   |
|---+---+---+---+---+---+---+
6| O | O | O | X | X | O | O | X |
|---+---+---+---+---+---+---+
5| O | O | O | X | O | O | O | X |
|---+---+---+---+---+---+---+
4| O | O | O | O | O | O | O | X |
|---+---+---+---+---+---+---+
3| O | O | O | O | O | O | O | X |
|---+---+---+---+---+---+---+
2| X | X | X | X | X | X | X | X |
|---+---+---+---+---+---+---+
1| O | O | O | O | O | O | O | X |
|---+---+---+---+---+---+---+
  a  b  c  d  e  f  g  h
    0 score= 39 X score= 20

No more move for Player O!
Enter 'next player' to proceed to next player
or use Super Power if haven't used.
==> next player_
```

Sample run for save game.

```
C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

|---+---+---+---+---+---+---+---+
8| O | O | O | X | X |   |   | X |
|---+---+---+---+---+---+---+
7| X | O | O | O | O | O | X | X |
|---+---+---+---+---+---+---+
6| O | O | O | O | X | X | O | X |
|---+---+---+---+---+---+---+
5| O | O | O | X | X | X | O | X |
|---+---+---+---+---+---+---+
4| O | X | O | X | O | X | O | X |
|---+---+---+---+---+---+---+
3| O | X | O | O | X | X | O | X |
|---+---+---+---+---+---+---+
2| O | X | O | X | X | X | O | X |
|---+---+---+---+---+---+---+
1| O | O | O | O | O | O | O | X |
|---+---+---+---+---+---+---+
  a  b  c  d  e  f  g  h
    0 score= 35 X score= 27

0 player input
Enter 'next player' to forfeit move, 'super1'/'super2' for super move.
==> save MyOthelloGame.txt
Game saved to MyOthelloGame.txt.
Please continue to input.
==> _
```


Sample run when board is full but user still have not use Super Power.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

|---+---+---+---+---+---+---+---+---|
8| X | O | O | O | O | O | O | X |
|---+---+---+---+---+---+---+---+---|
7| X | O | X | X | X | O | O | O |
|---+---+---+---+---+---+---+---+---|
6| X | O | X | X | O | X | O | O |
|---+---+---+---+---+---+---+---+---|
5| X | O | X | O | X | X | X | O |
|---+---+---+---+---+---+---+---+---|
4| X | O | X | X | X | X | X | O |
|---+---+---+---+---+---+---+---+---|
3| X | O | X | X | X | X | X | O |
|---+---+---+---+---+---+---+---+---|
2| X | O | X | X | X | X | O | O |
|---+---+---+---+---+---+---+---+---|
1| X | O | X | X | X | X | X | O |
|---+---+---+---+---+---+---+---+---|
  a  b  c  d  e  f  g  h
  O score= 20 X score= 44

No more move for Player X! Proceed to next player...
Enter 'next player' to proceed to next player
or use Super Power if haven't used
==> super1
Swap the discs between two player.
Press any key to continue . . .

```

Sample run for load game.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

Please enter filename: Othello.txt

```

Error check for load game.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe

Please enter filename: OpenLoad.txt
You have enter an invalid file name.
Please press any key to back to menu.

```

Sample run for win condition.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe
|---+---+---+---+---+---+---+---+---|
8| 0 | X | X | X | X | X | X | 0 |
|---+---+---+---+---+---+---+---+---|
7| 0 | X | 0 | 0 | 0 | 0 | X | X |
|---+---+---+---+---+---+---+---+---|
6| 0 | X | 0 | 0 | 0 | X | 0 | X |
|---+---+---+---+---+---+---+---+---|
5| 0 | X | 0 | X | 0 | 0 | 0 | 0 |
|---+---+---+---+---+---+---+---+---|
4| 0 | X | 0 | 0 | 0 | 0 | 0 | 0 |
|---+---+---+---+---+---+---+---+---|
3| 0 | X | 0 | 0 | 0 | 0 | 0 | 0 |
|---+---+---+---+---+---+---+---+---|
2| 0 | X | 0 | 0 | 0 | 0 | 0 | X |
|---+---+---+---+---+---+---+---+---|
1| 0 | X | 0 | 0 | 0 | 0 | 0 | 0 |
|---+---+---+---+---+---+---+---+---|
      a  b  c  d  e  f  g  h
      0 score= 44 X score= 20

No more move for both side!

Press any key to view the result...
_

```

↓↓↓

```

|---+---+---+---+---+---+---+---+---|
1| 0 | X | 0 | 0 | 0 | 0 | 0 | 0 |
|---+---+---+---+---+---+---+---+---|
      a  b  c  d  e  f  g  h
      0 score= 44 X score= 20

No more move for both side!

Press any key to view the result...

0 player win!

Do you want to play again?(y/n) only.
==> _

```

Error check for the answer to repeat the game.

```

+---+---+---+---+---+---+---+---+
1 | 0 | X | 0 | 0 | 0 | 0 | 0 | X |
+---+---+---+---+---+---+---+
  a  b  c  d  e  f  g  h
    O score= 44 X score= 20

No more move for both side!

Press any key to view the result...

O player win!

Do you want to play again?(y/n) only.
==> 123
Do you want to play again?(y/n) only.
==> Q
Do you want to play again?(y/n) only.
==> ;;
Do you want to play again?(y/n) only.
==> o
Do you want to play again?(y/n) only.
==> P
Do you want to play again?(y/n) only.
==> =4
Do you want to play again?(y/n) only.
==> _

```

Sample run for help menu.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe
!XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX!
! Welcome to Super Othello Game !
!XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX!

INSTRUCTION:

1. The starting player is 'player O' and followed by 'player X'.
2. Each player need to enter a coordinate based on the number and
   alphabet stated on the vertical-axis and horizontal-axis on
   the board. For example: 'a 1'.(with spacing)
3. Once the player input a coordinate, the board will display 'O'
   or 'X' on the particular coordinate.
4. If the move is valid and legal, it will flips the relative opponent's
   discs to become your discs.
5. If the current player does not want to input any coordinate, enter 'next
   player' for proceeding to next player.
6. The score below the board will automatically increased by according to the
   number of discs on the board when the player input a coordinate.
7. Press 'menu' in the input to go back to the main menu.
8. This game is included with two super power, enter 'super1' or 'super2'
   if you want to use them.(Note: You can only use one of the super power
   each time and each of the super power can be only used 1 time! Be smart
   when you want to use them.
9. Once the game board is fully filled with discs or there is no more moves
   for either player, win condition will be determined.
10. Enter 'save <space> <file name>' at input if you want to save the game.
11. If you want to load the game you saved, select option 2 and enter the file
    name you saved.

Please enter 'menu' to go back: _

```

Error check for help menu.

```

C:\Users\china_000\Desktop\TT02_P2_NG_CHIN_ANN.exe
!XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX!
! Welcome to Super Othello Game !
!XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX!

INSTRUCTION:

1. The starting player is 'player 0' and followed by 'player X'.
2. Each player need to enter a coordinate based on the number and
   alphabet stated on the vertical-axis and horizontal-axis on
   the board. For example: 'a 1'.(with spacing)
3. Once the player input a coordinate, the board will display 'O'
   or 'X' on the particular coordinate.
4. If the move is valid and legal, it will flips the relative opponent's
   discs to become your discs.
5. If the current player does not want to input any coordinate, enter 'next
   player' for proceeding to next player.
6. The score below the board will automatically increased by according to the
   number of discs on the board when the player input a coordinate.
7. Press 'menu' in the input to go back to the main menu.
8. This game is included with two super power, enter 'super1' or 'super2'
   if you want to use them.(Note: You can only use one of the super power
   each time and each of the super power can be only used 1 time! Be smart
   when you want to use them.
9. Once the game board is fully filled with discs or there is no more moves
   for either player, win condition will be determined.
10. Enter 'save <space> <file name>' at input if you want to save the game.
11. If you want to load the game you saved, select option 2 and enter the file
    name you saved.

Please enter 'menu' to go back: men
Invalid command, please enter 'menu' again: Po12.';
Invalid command, please enter 'menu' again: %$e2!rY
Invalid command, please enter 'menu' again: []
Invalid command, please enter 'menu' again: admva21;
Invalid command, please enter 'menu' again: _

```