**Othello Design Notes**

Major Features

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| **Name** | **Notes** |
| Player v Engine mode | Need GameState and game options page |
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| GameState, start in NotStarted  Replace IsPlaying? | / |
| Need MVVM mechanism for showing a page with a ViewModel  UserInterfaceService:  Register<TView,TViewModel>()  ShowDialogView(TViewModel/IDialog vm) | / |
| “New Game” page with:  Mode = Player v Player, Player v Device  Start Game button | / |
| Need a GameOptions class  Pass to NewGameVM to be populated.  Then pass to engine to start game.  PlayerModeEnum = PlayerPlayer, PlayerDevice | / |
| Need mechanism for board control to signal to VM that animation is complete. Maybe event on disc VM?  Or just have DiscView. IsFlat property? | / |
| Save game state  Game options  List of cells in use and their disc color  Turn  Score | / |
| **Issue: all discs not being stacked when new game** |  |
| Startup page – resume previous game, start new. |  |
| Engine able to play a turn:  Needs a list of playable cells.  Assign a rating to each cell: Zone, Points  How to choose cell to play?  Define zones with weighting (corner, edge, outer ring, inner cells)   1. Complete random 2. Most points 3. Random within zones 4. Most points within zones 5. Advanced: Zone, points, next player turn ratings | Part |
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| Local/Remote option/  Look at Bluetooth Low? BL? I think I started a doc somewhere.  Link with remote player |  |
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