**Othello Design Notes**

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| CellView content define in controlTemplate in default style (so can be changed) | / |
| BoardView to hold collections of CellViews and DiscViews. |  |
| BV to store links between VMs and Vs. |  |
| BoardView controls state of Disc |  |
| BoardView to have an IsBusy prop to notify VM when it's animating. |  |
| BoardView to maintain assignment of discs to cells |  |
| How to communicate cell/disc state from VM to View?  PlaySet property |  |
|  |  |
| Move CellTappedCommand into OthelloBoardControl  Bind in BoardView to BVM |  |
| Change tapped command in OthelloBoardControl to an Action which invokes command. May need to change key of dict to be the view? |  |
|  |  |

Current state

Disc view is Disc2View. Its control template is defined in App.xaml

CellView still contains the disc view (Disc2View)

BoardView contains OthelloBoardControl, with bindings for CellItemsSource and CellTappedCommand.

OthelloBoardControl instantiates CellView directly for each DiscViewModel in CellItemsSource.

Next

Separate discs from cells:

BoardVM to define Discs and bind OthelloBoardControl.DiscItemsSource to it in BoardView.

Refactor Disc2View to DiscView.

OthelloBoardControl to instantiate DiscView for each item in DiscItemsSource.

Re-enable stacking of discs.

Define PlaySet so that BoardVM can inform OthelloBoardControl of moves.

PlaySet:

move disc x from stack to cell y

move disc x from cell y to stack

list of cell/disc numbers to flip/change state