**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 | / |
| 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 |  |
| Need mechanism for board control to signal to VM that animation is complete. Maybe event on disc VM?  Or just have DiscView. IsFlat property? |  |
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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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