

The game we are trying to implement is a simple local two-player version of the game Reversi. Reversi is a strategy board game for two players played on an 8x8 grid where the goal is to have more pieces of your color on the board than your opponent by capturing their pieces and flipping them to your color. The game ends when the timer expires or the board is fully occupied. We plan to write the game logic/control in C and display the gameplay on the VGA monitor as well as the hex display (to display a timer only allowing a maximum of 10 seconds for each player to make a move). The PS2 mouse will be used as input for piece selection and the keyboard will be used to type in player name/information. The start/end screen will have some intro/end music being played and the capture of an opponent's piece will play a sound effect through the speakers. Some additional features that may be implemented if time allows is a "hint" button used once per game to provide the optimal move to the player and a CPU bot to play against for a single local player

- Make images 512x240 (1D array should be 122880x1)