

Project Proposal
CSC318 - Software Engineering
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Introduction

Board games are classic ways for people to socialize and interact with each other. Just because we are moving into a more technological time doesn't mean that we can't bring the idea behind physical board games with us into the digital. That's why my team wants to recreate the board game Othello/Reversi using Python.

Features

- Fully functional Othello/Reversi mechanics, auto flipping pieces that are captured and only allowing the player to make legal moves.
- Interactable gameboard GUI.
- Background music with volume control
- Option to play against another person on the same computer or against an AI.

Technologies

We will be using Python in the IDE Pycharm with the library Pygame. We will be using GitKraken for source control and ZenHub for scheduling to integrate with GitHub.

Project Schedule/Proposed Sprints

We plan on using ZenHub for scheduling and task management.

Sprint 1: Mostly research by both parties and getting started on the GUI. Diamond will be working on the beginnings of the GUI while Jacob researches how GUIs work within Python.

Sprint 2: Getting the main functionality of the game worked on and linking it to the GUI. Diamond will work on the logic of the main program and Jacob will integrate the main program with the GUI.

Sprint 3: Working on the AI and music features. Jacob will work on the AI and Diamond will create the music feature and background feature.