Othello – User Manual

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Starting the Game:

Run the program. The first screen allows user to specify certain game settings. These settings include running the game locally, running the game over network, users name, and type of AI.

If user chooses LOCAL GAME tab from the top of GUI:

* The user will be able to choose both types of players that will play in the game.
  + Options for type of player include:
    - Human Player: runs a graphical game on local machine.
    - Computer Player (dumb): an AI player that makes random moves.
    - Computer Player (smart): AI player that will make moves to earn the most amount of points possible.
    - Network Player: player that will be playing from a different machine
  + Two local human players is not an option.
* There is a text field to give any local players a name
* A button on the bottom of the screen allows you to save current settings as default.
* At the top right of the screen an IP code will be listed if the tablet is connected to the internet. Give this code to any remote players.
* Press the start button game on bottom right-hand corner to start the game once all settings are configured.

If user chooses REMOTE GAME tab from the top of GUI:

* You will be able to select from Human, Computer Player (dumb), and Computer Player (smart) player types
* You will need to enter the IP code of the host tablet.
* After the host tablet has started the game, press the start game button to connect.

Playing the game:

You should now see the GUI with the board in a starting configuration. On the left side of the screen, a text box will tell you whose turn it is. If it is your turn, you can start the game by making a legal move.

Making a move:

* To make a valid move, tap the game board on a square that does not currently have a disc on it, and will flank the opponent’s discs.
* If you tap a square that is not a valid move, nothing will happen and it will remain your turn.
* If you are unsure of where to make a valid move, press the hint button on the left side of the GUI to see valid squares. Any legal moves will be highlighted with a red X.
* If no valid move is available, the pass button on the left side of the screen will be enabled. You will be required to press this button to end your turn without placing a disc.

After a move is made:

* The board will update itself, adding the disc you just placed, and flipping the color of any opponent’s discs you may have captured.
* The right side of the GUI will update the score of both players’ scores.
* Your opponent will make a move; the hint and pass buttons will be disabled at this time and tapping the screen will do nothing.

Ending the game:

* You can end the game at any time by pressing the quit button found below the game board.
* Once there are no more legal moves to be made by either player, both players will be notified of the winner.