Program Design & Planning

Graphic Pictures:

**Background (Superman + Batman logo)**

Size in game: 700 x 140



**Player 1 (Superman)**

Size in game: 70 x 70



**Player 2 (Batman)**

Size in game: 70 x 70

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**Method Organization**

Othello.java methods:

|  |  |  |  |
| --- | --- | --- | --- |
| Methods name | Parameter lists | Return type | Brief descriptions |
| initBoard | N/A | void | Returns the game board to the initial set up |
| validMove | (int row, int col) | boolean | Check if the space clicked by the user is a valid move |
| outFlankHori | (int row, int col) | int | -Check if the space clicked by the user resulted in any outflank horizontally  -flips any disks if necessary  -returns the number of outflanked disks |
| outFlankVert | (int row, int col) | int | -Check if the space clicked by the user resulted in any outflank vertally  -flips any disks if necessary  -returns the number of outflanked disks |
| outFlankDiag | (int row, int col) | int | -Check if the space clicked by the user resulted in any outflank diagonally  -flips any disks if necessary  -returns the number of outflanked disks |
| checkWinner | N/A | int | Returns the winner of the game |
| play | (int row, int column) | int | This method will be called upon when a square is clicked. Then, it will return the parameter row and column to the user |