1. Group Name: Egg

2. Student: Nicholas C. Der Student Number: 1601471

3. It's just me in the group because I'm kinda antisocial and I have a hard time talking to new people so I'll try my best to complete this project by myself :)
   I'll be coding, recording progress, and completing the other necessary report requirements.

4. I'll be starting from scratch using what knowledge of python I have, I learned a little bit a long time ago. I'll use the github repo for reference and syntax checks or search for syntax checks but will not be using code from any external sources.
   GitHub link: https://github.com/nder1/CMPUT355_Assignment4
   The video is included in the github repo.

5. For this project I've decided to work on Othello, a black and white stone game with a similar board and stone layout to Go. Players take turns placing stones on a prepared board, with any opponent's stones between the current player's stones and the newly placed stone being converted to the current player's colour. For more information visit the wikipedia page for Reversi: https://en.wikipedia.org/wiki/Reversi

6. I accomplished pretty much everything I wanted to in this project, it was a really fun project to work on over the course of the semester. I tried to work regularly weekly a little bit at a time. I knew I wanted to use classes and methods and get user inputs that would be able to handle stress tests with invalid prompts, but for the most part I just wanted to stay true to the form of the original game. The most disappointing part was, in the week before the last Monday report, there were a few bugs that I was really struggling with and wasn't sure if I could find solutions, but the most satisfying part was the solution finally making sense and literally clicking, then testing it and having it work. The other most disappointing part would have to be some of the methods, though. Some of them I feel could be optimized and use less checks or loops i.e. just less indentation in general. However, I did try to use lots of comments for ease of understanding! If I were to continue working on this project, I'd want to make the game interactable via clicks on a separate window.

7. I distributed my program to some friends that offered to test it for me and got good feedback! Some suggestions for user friendliness or just general good reviews.

8. Yes! In the last week I got a bit worried because some of the bugs I couldn't understand the flaws in logic but once they were sorted it worked well! I tried to work a little bit weekly for certain amounts of time or until a certain part was done.

I chose this project because I wanted to make a game that I was familiar with but not one that was too widespread like tic tac toe. I actually wanted to make Othello a couple years ago but never found the time, and seeing Go reminded me of it because of their similar appearances and rules.

Monday September 14 [1 hour]: Researched Othello rules and setup. Answered Page 1 questions.

Monday September 21 [1 hour]: Python review & github repo studying.

Monday September 28 [2 hours]: Wrote Game() class. Wrote create_board() and show_board() methods.

Monday October 5 [2 hours] : Added player input for board size in main. Edited create_board() method.

Monday October 12 [2 hours]: Added player input for colour choice in main. Edited Game() class. Bug fixing.

Monday October 19 [2 hours]: Wrote check_legal_move() method.

Monday October 26 [1 hour]: Edited check_legal_move() method.

Monday October 31 [3 hours]: Wrote player_move() method. Edited check_legal_move() method.

Monday November 2 [2 hours]: Wrote comp_turn() method. Edited main() function.

Monday November 9 [2 hours]: Added loop in main() for multiple turns. Added right and bottom borders. Reworked check_done().

Monday November 16 [3 hours]: Distributed program to friends for testing, addressed problems. Added coordinate values along axes. Bug fixing.

Monday November 23 [4 hours]: Edited check_legal_move(), execute_move(), and player_move(). Edited check_done() method. Bug fixing.

Total hours: 25 hours