Nicholas C. Der   1601471

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