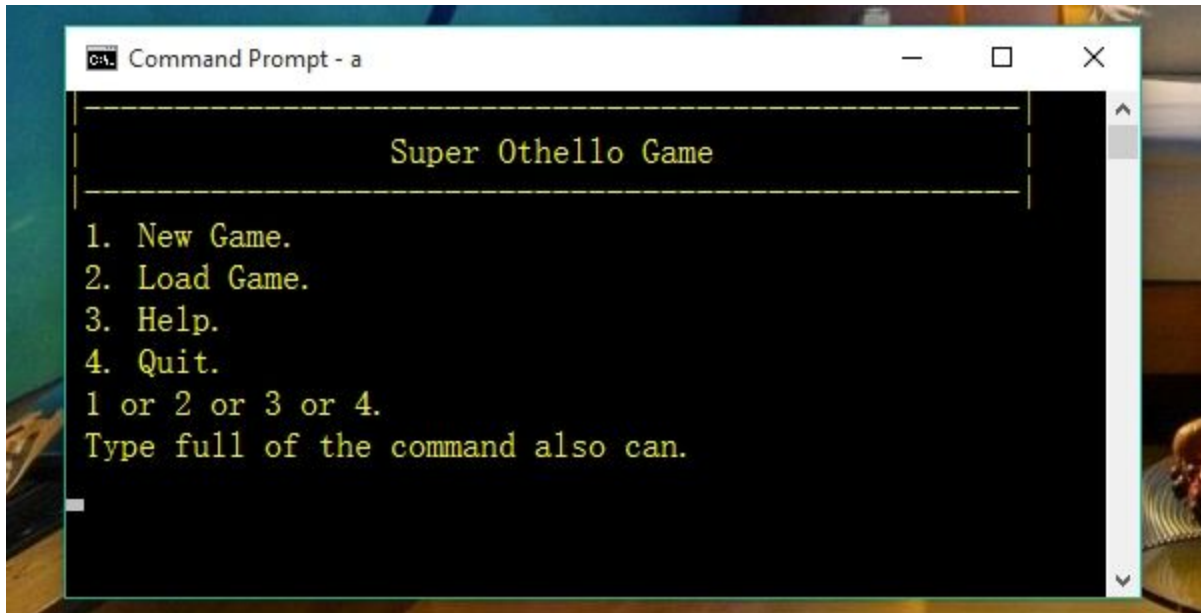
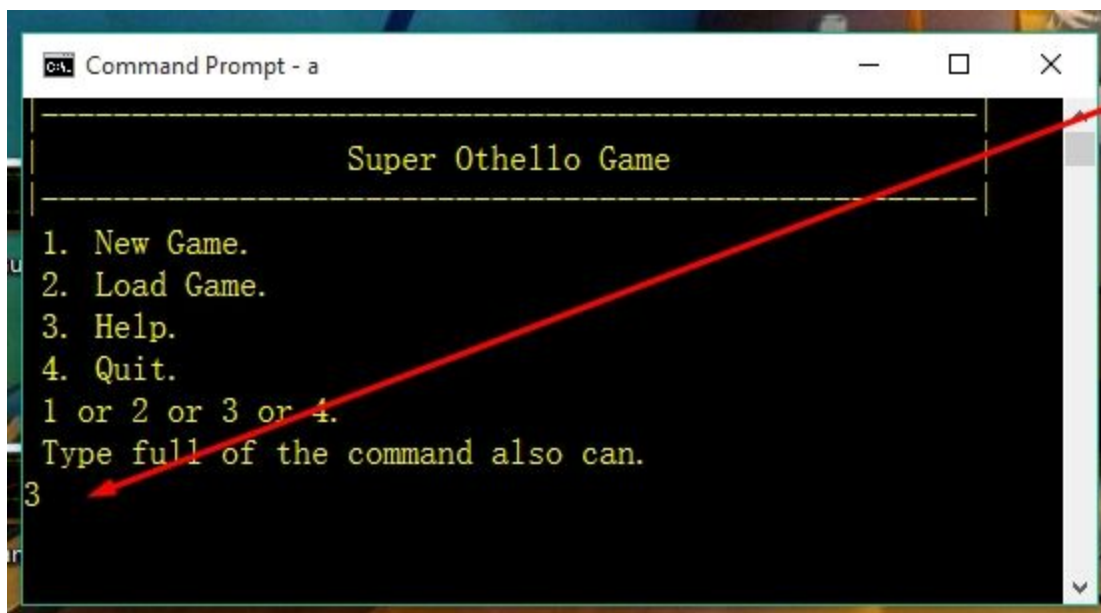


Othello Part 2 Documentation

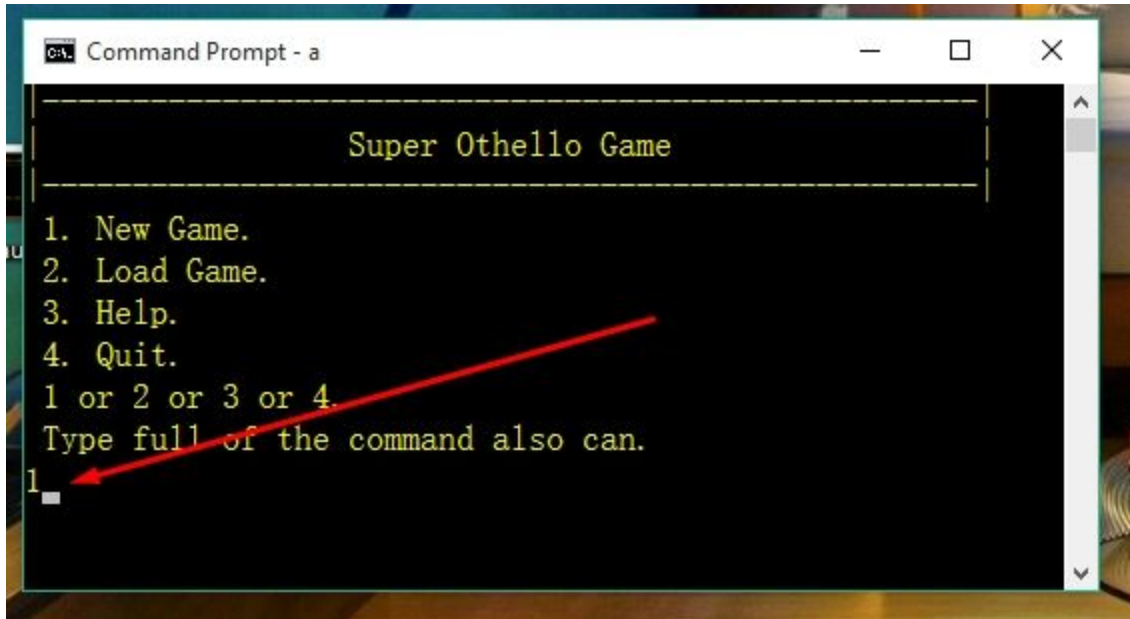
Created By : Ng Jia Waie (11427 00826)



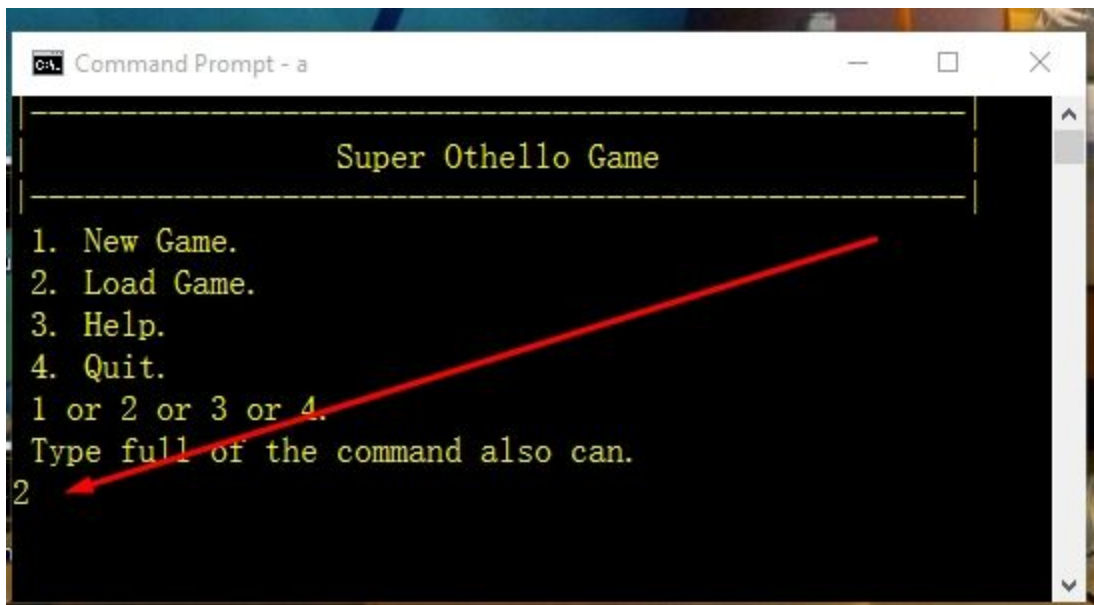
This is the menu where user can go in via CMD by opening the Othello.exe.



User can press 3 or Help to go into help.



User may input 1 to start the new game.



User input 2 to load the game to continue it.

```
|---+---+---+---+---+---+---+---+---+|
8| | | | | | | | | | |
|---+---+---+---+---+---+---+---+---+|
7| | | | | | | | | | |
|---+---+---+---+---+---+---+---+---+|
6| | | | * | | | | | |
|---+---+---+---+---+---+---+---+---+|
5| | | * | O | X | | | |
|---+---+---+---+---+---+---+---+---+|
4| | | | X | O | * | | |
|---+---+---+---+---+---+---+---+---+|
3| | | | | * | | | | |
|---+---+---+---+---+---+---+---+---+|
2| | | | | | | | | | |
|---+---+---+---+---+---+---+---+---+|
1| | | | | | | | | | |
|---+---+---+---+---+---+---+---+---+|
  a  b  c  d  e  f  g  h
Score :      O = 2      X = 2
Your Valid Move Choices Have : 4
Current Player :      X
Special Command : SP1, SP2, MENU, NEXT PLAYER, SAVE, HELP.

SP1 : allow user to input anywhere include opponent's piece,
      on the same row it will become all 'X' Or all 'O'
SP2 : the 1st input, user can input anywhere include opponent piece,
      the second input, user only allow to fill in the empty box.

==> ■
```

When in game, there will be a special command there while user can input.
And the stars is the valid move choices for user.

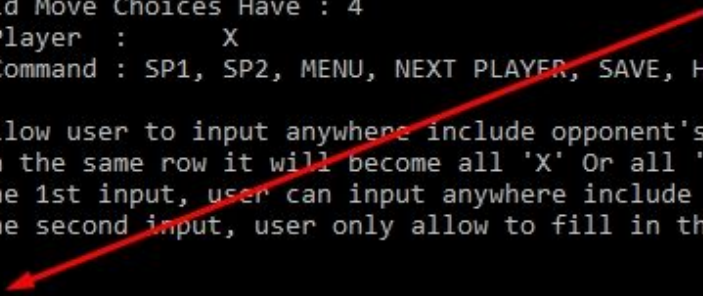
```

8 |---+---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |
7 |---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |  |
6 |---+---+---+---+---+---+---+
  |  |  |  | * |  |  |  |  |
5 |---+---+---+---+---+---+---+
  |  |  | * | O | X |  |  |
4 |---+---+---+---+---+---+---+
  |  |  |  | X | O | * |  |
3 |---+---+---+---+---+---+---+
  |  |  |  |  | * |  |  |
2 |---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |
1 |---+---+---+---+---+---+---+
  |  |  |  |  |  |  |  |
  +---+---+---+---+---+---+
  a  b  c  d  e  f  g  h
Score :      O = 2      X = 2
Your Valid Move Choices Have : 4
Current Player :      X
Special Command : SP1, SP2, MENU, NEXT PLAYER, SAVE, HELP.

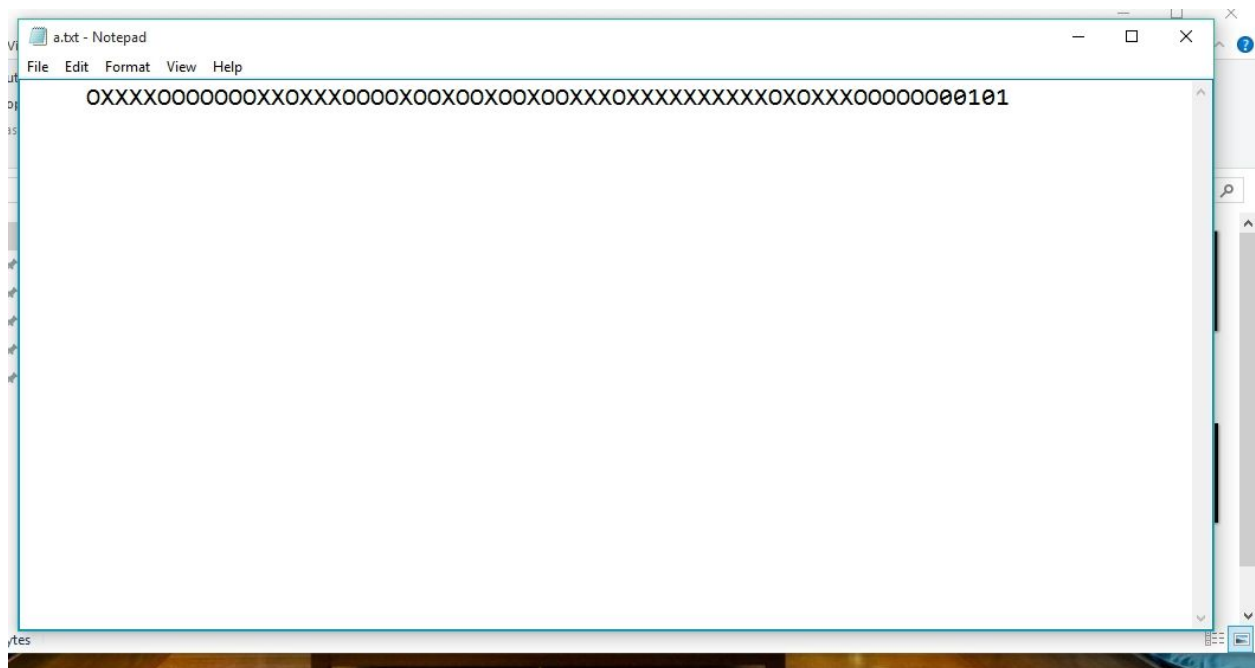
SP1 : allow user to input anywhere include opponent's piece,
      on the same row it will become all 'X' Or all 'O'
SP2 : the 1st input, user can input anywhere include opponent piece,
      the second input, user only allow to fill in the empty box.

==> save

```



save is a command to save the current game into a.txt.



This is a.txt look like.

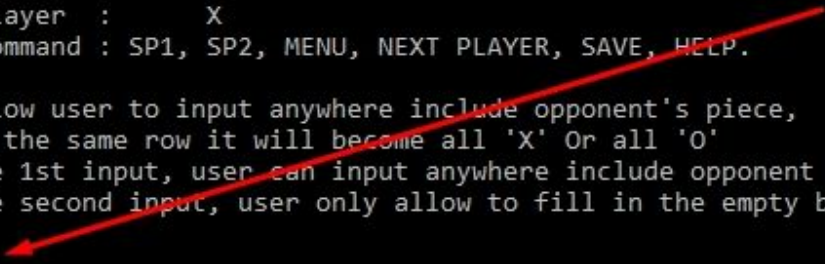
```

8 |---+---+---+---+---+---+---+---+
  |   |   |   |   |   |   |   |   |
7 |---+---+---+---+---+---+---+---+
  |   |   |   |   |   |   |   |   |
6 |---+---+---+---+---+---+---+---+
  |   |   |   | * |   |   |   |   |
5 |---+---+---+---+---+---+---+---+
  |   | * | O | X |   |   |   |   |
4 |---+---+---+---+---+---+---+---+
  |   |   |   | X | O | * |   |   |
3 |---+---+---+---+---+---+---+---+
  |   |   |   |   | * |   |   |   |
2 |---+---+---+---+---+---+---+---+
  |   |   |   |   |   |   |   |   |
1 |---+---+---+---+---+---+---+---+
  |   |   |   |   |   |   |   |   |
  |---+---+---+---+---+---+---+---+
  a  b  c  d  e  f  g  h
Score :      O = 2      X = 2
Your Valid Move Choices Have : 4
Current Player :      X
Special Command : SP1, SP2, MENU, NEXT PLAYER, SAVE, HELP.

SP1 : allow user to input anywhere include opponent's piece,
      on the same row it will become all 'X' Or all 'O'
SP2 : the 1st input, user can input anywhere include opponent piece,
      the second input, user only allow to fill in the empty box.

==> menu

```



User type menu to go back to menu

```

8 |---+---+---+---+---+---+---+---|
  |   |   |   |   |   |   |   |   |
7 |---+---+---+---+---+---+---+---|
  |   |   |   |   |   |   |   |   |
6 |---+---+---+---+---+---+---+---|
  |   |   |   | * |   |   |   |   |
5 |---+---+---+---+---+---+---+---|
  |   | * | O | X |   |   |   |   |
4 |---+---+---+---+---+---+---+---|
  |   |   |   | X | O | * |   |   |
3 |---+---+---+---+---+---+---+---|
  |   |   |   |   | * |   |   |   |
2 |---+---+---+---+---+---+---+---|
  |   |   |   |   |   |   |   |   |
1 |---+---+---+---+---+---+---+---|
  |   |   |   |   |   |   |   |   |
  |---+---+---+---+---+---+---+---|
  a  b  c  d  e  f  g  h
Score :      O = 2      X = 2
Your Valid Move Choices Have : 4
Current Player :      X
Special Command : SP1, SP2, MENU, NEXT PLAYER, SAVE, HELP.

SP1 : allow user to input anywhere include opponent's piece,
      on the same row it will become all 'X' Or all 'O'
SP2 : the 1st input, user can input anywhere include opponent piece,
      the second input, user only allow to fill in the empty box.

==> help■

```

User type help to go in to help to check all instruction.


```
|---+---+---+---+---+---+---+---+
8 | | | | | | | | |
|---+---+---+---+---+---+---+---+
7 | | | | | | | | |
|---+---+---+---+---+---+---+---+
6 | | | * | | | | |
|---+---+---+---+---+---+---+---+
5 | | * | O | X | | | |
|---+---+---+---+---+---+---+---+
4 | | | | X | O | * | |
|---+---+---+---+---+---+---+---+
3 | | | | | * | | | |
|---+---+---+---+---+---+---+---+
2 | | | | | | | | |
|---+---+---+---+---+---+---+---+
1 | | | | | | | | |
|---+---+---+---+---+---+---+---+
  a  b  c  d  e  f  g  h
Score :      O = 2      X = 2
Your Valid Move Choices Have : 4
Current Player :      X
Special Command : SP1, SP2, MENU, NEXT PLAYER, SAVE, HELP.

SP1 : allow user to input anywhere include opponent's piece,
      on the same row it will become all 'X' Or all 'O'
SP2 : the 1st input, user can input anywhere include opponent piece,
      the second input, user only allow to fill in the empty box.

==> next player
```

User type next player to change current player turn, however the program will automatically change the turn after user has input the coordinate.

```
|---+---+---+---+---+---+---+---+---+|
8| | | | | | | | | | |
|---+---+---+---+---+---+---+---+---+|
7| | | | | | | | | | |
|---+---+---+---+---+---+---+---+---+|
6| | | | * | | | | | |
|---+---+---+---+---+---+---+---+---+|
5| | | * | O | X | | | |
|---+---+---+---+---+---+---+---+---+|
4| | | | X | O | * | | |
|---+---+---+---+---+---+---+---+---+|
3| | | | | * | | | | |
|---+---+---+---+---+---+---+---+---+|
2| | | | | | | | | | |
|---+---+---+---+---+---+---+---+---+|
1| | | | | | | | | | |
|---+---+---+---+---+---+---+---+---+|
  a  b  c  d  e  f  g  h
Score :      0 = 2      X = 2
Your Valid Move Choices Have : 4
Current Player :      X
Special Command : SP1, SP2, MENU, NEXT PLAYER, SAVE, HELP.

SP1 : allow user to input anywhere include opponent's piece,
      on the same row it will become all 'X' Or all 'O'
SP2 : the 1st input, user can input anywhere include opponent piece,
      the second input, user only allow to fill in the empty box.

==> sp1█
```

User type sp1 to activate super power 1,
For more details, user may look in help.

```
|---+---+---+---+---+---+---+---+---+|
8| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
7| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
6| | | | * | | | | |
|---+---+---+---+---+---+---+---+---|
5| | | * | O | X | | | |
|---+---+---+---+---+---+---+---+---|
4| | | | X | O | * | | |
|---+---+---+---+---+---+---+---+---|
3| | | | | * | | | |
|---+---+---+---+---+---+---+---+---|
2| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
1| | | | | | | | | |
|---+---+---+---+---+---+---+---+---|
  a  b  c  d  e  f  g  h
Score :      O = 2      X = 2
Your Valid Move Choices Have : 4
Current Player :      X
Special Command : SP1, SP2, MENU, NEXT PLAYER, SAVE, HELP.

SP1 : allow user to input anywhere include opponent's piece,
      on the same row it will become all 'X' Or all 'O'
SP2 : the 1st input, user can input anywhere include opponent piece,
      the second input, user only allow to fill in the empty box.

==> sp2■
```

User input sp2 to activate super power 2.

```

8 | ---+---+---+---+---+---+---+---+
  |   |   |   |   |   |   |   |   |
7 | ---+---+---+---+---+---+---+---+
  |   |   |   |   |   |   |   |   |
6 | ---+---+---+---+---+---+---+---+
  |   |   | X |   |   |   |   |   |
5 | ---+---+---+---+---+---+---+---+
  |   |   |   | X | X |   |   |   |
4 | ---+---+---+---+---+---+---+---+
  |   |   |   | X | X |   |   |   |
3 | ---+---+---+---+---+---+---+---+
  | X | X | X | X | X | X | X | X |
2 | ---+---+---+---+---+---+---+---+
  |   |   |   |   |   |   |   |   |
1 | ---+---+---+---+---+---+---+---+
  |   |   |   |   |   |   |   |   |
  | ---+---+---+---+---+---+---+---+
  a  b  c  d  e  f  g  h
Score :      0 = 0      X = 13
Your Valid Move Choices Have : 0
Player X Won
Press any key to continue . . . ■

```

The game will end while either each player have no more score.
However, user require to input next player if user 1 don't have any valid move left. The Game will end if only if either each player have no more any piece of score.

```
Command Prompt - a

Super Othello Game

1. New Game.
2. Load Game.
3. Help.
4. Quit.
1 or 2 or 3 or 4.
Type full of the command also can.
4
```

To exit the othello, user may input 4 / quit.