

Specifications

Group name: lemon

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Our group will make Othello.

Rules of the game

The rules of Othello are the same as you are familiar with.

You start with white stones on (3, 3) and (4, 4), and black stones on (3, 4) and (4, 3). You and your opponent take turns placing stones, and if you sandwich your opponent's stones with your own stones, the sandwiched stones become stones of your own color. You cannot place your stone in a position where you cannot sandwich your opponent's stone. If you can't place a stone, you must pass. The game ends when all squares are filled with stones or all stones on the board are either white or black.

Logic Specifications

The board class will have a two-dimensional list to record the state of the board, and the board class will have an instance function that takes a coordinate as an argument and returns a bool value indicating whether a white or black stone can be placed at that position. We also plan to make it possible to play against the CPU.

GUI

The GUI to be created is as follows

- A button to initialize the game.

- Button to switch whether to play against the CPU or not

- Button to pass the game

- Othello board

The Othello board is green with black lines (the first thing you think of when you hear the word "Othello"). The squares where the user can place a stone are highlighted slightly brighter. Click to place a stone. Clicking on the "Initialize Game" button will place the stones as they are placed at the beginning of the game, and clicking on the "Play Against CPU" button will allow the user to choose whether to play against the CPU or against other people. Only when there is no position to place a stone, you can press the "Pass" button, which will result in a pass.