

# OTHELLO

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# Introduction

- Othello is a game played by two people on an 8 x 8 board.
- One player places disks with the white side up and the other with black side up.
- The players alternate placing one disk on an unoccupied space on the board.

# Approach

- We intend to approach the problem statement by using tkinter.

# Challenges

- Gathering information
- Approaching towards the code
- Trying to debug the code

# Learning

- Tkinter
- Debugging the code
- Implementing the libraries in the code

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Othello\_85

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