Project Reflection

1. I feel that I accomplished almost everything I set out to do with this project and more.  My Othello game works 100% exactly like the real game does, except for one feature which I was able to counter-act with a feature of my own.  Not only did I advance my coding skills and use of data structures throughout this project, but I even introduced myself to graphic design and editing in order to make my GUI look like a real online game.  This skill will come in handy down the road for GUI’s to come.
2. 97/100
3. I believe I deserve a 97/100 because of the beautiful GUI I created and the very user friendly, appealing game to play.  Additionally, every single move used a set to execute the move.  The game works nicely and continuously without having to execute the main method every time to play a new game. The only issue I had was determining if a player had no valid moves remaining, which I counter-acted with adding a pass button, also causing the game to end if both players pass in a row.
4. The challenge I ran into was determining if a player had no legal moves remaining, causing the game to switch back to the other player.  The challenge was that I would have to check eight directions for every space on the board to determine if the player did indeed have a move left to make.  This caused the game to lag tremendously and made the game unenjoyable to play otherwise.  Instead of having this method, I simply added a pass button so the user can manually pass if they have no moves remaining.
5. I am very proud of how smoothly the game runs (without any known bugs :)) and how nice the JFrame looks.  I am proud of what I have learned in graphic design to be able to make my GUI’s look like the real deal.  I will use this skills in coding projects (and other projects) to come.
6. My use of Sets was very effective, being that there are 60 sets added to, accessed, and cleared in each and every game.  There were no problems using the Sets and it saved some memory space with respect to using ArrayLists.
7. You run the program through the main method in Game() class or with the jar file.