MULTIVERSI

Team members
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Plan for a regular status meeting

We share the same recitation slot and session on Tuesday and Thursday 3.35 – 4.25pm. We have agreed to meet every Tuesday and Thursday an hour before recitation to discuss the project, but we will meet more frequently in order to work on the project together.

Key idea

We are implementing Reversi as a variant that allows up to 2-4 players. The board is still 8 x 8 and follows the same rules as Reversi, except there are now two to four different types of chips on the board.

Core features
- Graphical user interface for the player to place chips on the board and observe the results for a move and other players' moves
- Valid moves highlighting / Move outcome highlighting (i.e. which chips will be flipped for a given move)
- Both multiplayer and single-player modes available
- Reversi bots to play against in single-player mode with varying levels of difficulty

Narrative

Once the GUI is launched, the player is given a landing screen where they can choose between single player and multi-player.

If they choose the single player mode, the next screen will allow them to choose the number of AI opponents and their respective difficulties. Confirming the settings here will allow the player to proceed to the game screen. If they choose multiplayer mode, the next screen allows the player to choose the number of total players, and confirming this sends the player to the next screen.

The game screen is just the 8x8 Reversi board, with a chip from each player in the center. The player turn order is randomly determined. The board will highlight the possible places to put a chip on the board, and hovering over these spots will highlight the chips that would be flipped as a result. The game proceeds as usual until no more moves are possible by any player and the player with the highest score wins. (Score is determined as per usual, i.e. number of chips with the player's color.)