

Ideas

○ Othello

○ Runny

Othello

- valid init
- valid move - people only move when they can - player, board, row, col,
- white winning
- black winning
- game over
- opponent in between
- is between
- transition function check everything got flipped
- disks still filling some cells
- game over
 - no moves for white
 - no moves for black
 - no empty squares
- turn taking
 - whose turn it is in game sig

tile sig	state sig	board sig	player sig
- white	- board		
- black	- whose turn		
- empty			

things to check (small boards) 6x6

- wipeout
- game ends before board is full
- if you get corner do you always win
- if black moves first does it have to move out first

□ test the model