

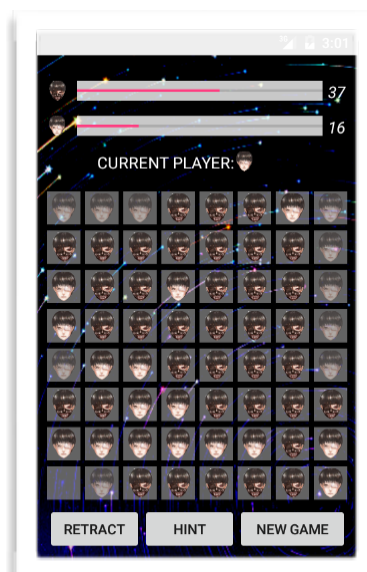
1. Game flow and Design.



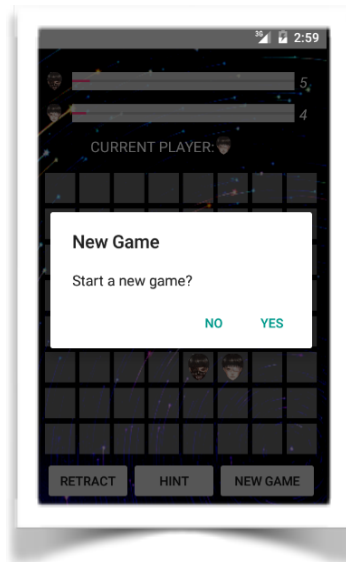
When you download the APK to an android phone, you can see the icon above, then double click it. By double click the little icon, you can open it and see the Start Screen.



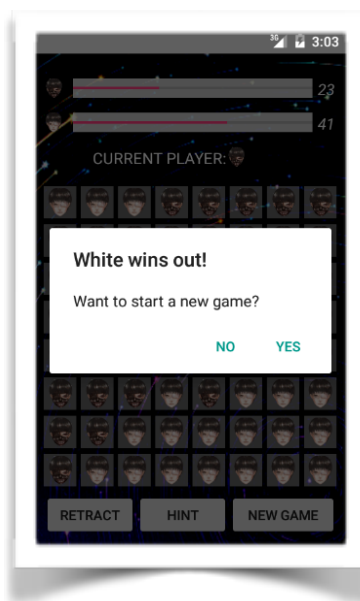
On the start screen, you can see the image button. Since it's obvious to be a start button, I don't show any text. As I like the animation <Tokyo Ghoul>, the leading actor's picture is set as background. Click the start button to play the game. 📌



The dark one is “black player”, and the light one is “white player”. There’re 2 progress bar to show the counts of black and white ones on screen. Below it is the notice to show it’s turn to which player . As we play, we can click “HINT” button to let the system give hints to show which position is available, click “RETRACT” button to turn back to last state. Also, we can start a new round at any time by clicking “NEW GAME”. Then it will pop out a dialog box to let you choose whether to start a new one. 📌



If all the 64 positions on the board have pieces placed, or both players do not have any more move, the game ends. 📌



2. Source Code.

All source files are packed in Othello.zip.

The main source code is under `/app/src/main/java/com/example/vicky/othello/`
`>ImageAdapter.java`.

My project is build on Android Studio, Compile Sdk `<API 23: Android 6.0>`, and build tools version is 23.0.1.

During the debug, I use virtual device `<Nexus S API 22>` whose resolution is 480*800.

3. If you have any questions compiling or suggestions, please contact me.