

Online PvP Othello Game

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Final Report

by

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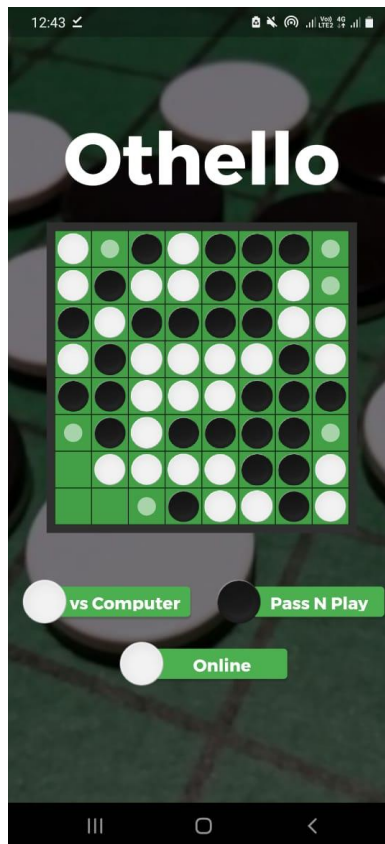
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Screenshots:-

1) Home Screen:-

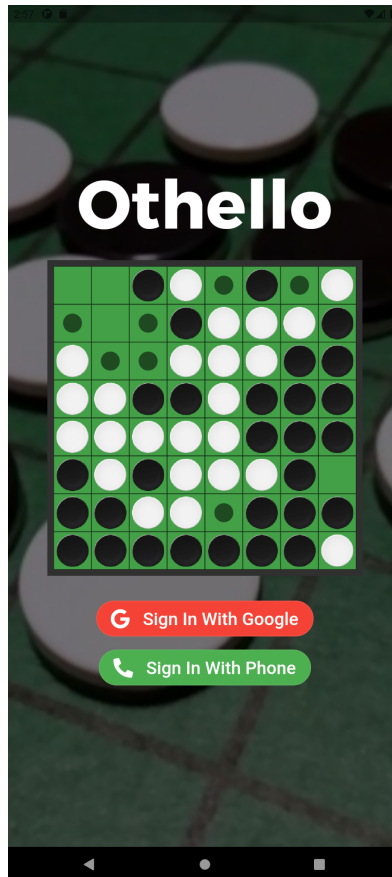
This is the home screen. Don't let the static image fool you, that board is auto-playing and there to show off our UI and also gives a sneak preview of how your own playing experience will look like.

Also, these buttons are attractive and responsive too as on clicking on any of them, that piece will flip there, this further enhances user experience and makes our UI more attractive.



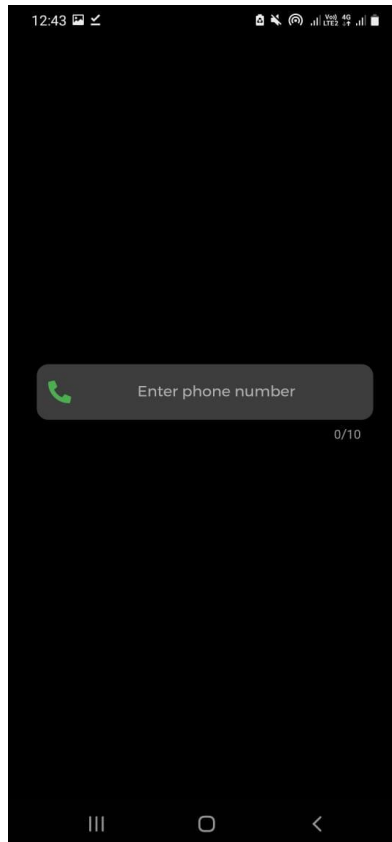
2) Login Screen:

This is our Login Screen, just like the home screen, don't let this static image fool you, that board is fully functional with autoplay, where two computers are playing with each other. Here we have 2 login options, one cannot play online without logging in, you only have to log in once, also these login button shows us the classic design of sign in with google and phone button, we decided not to use your special buttons here for the ease of our users and introduced sign in buttons to which users are more used to. Sign in with Google will open the traditional google sign in pop-menu so that our users will have no problem logging in.



3) Login with Phone Screen:

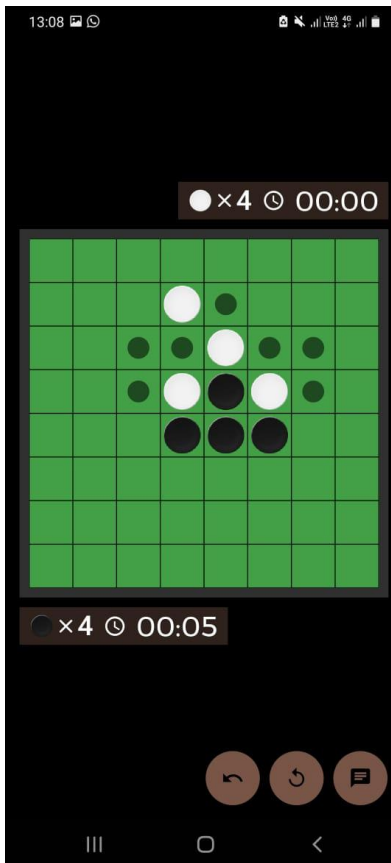
This is our sign in with phone screen, where one can only enter 10 characters, also on tapping on the beautiful looking text field automatically Numpad will open except for the normal QWERTY keyboard after this OTP screen will open, and then if this will be your new account then one more screen asking you to enter your name will open, and than you will be redirected to home page.



4) Game Screen:

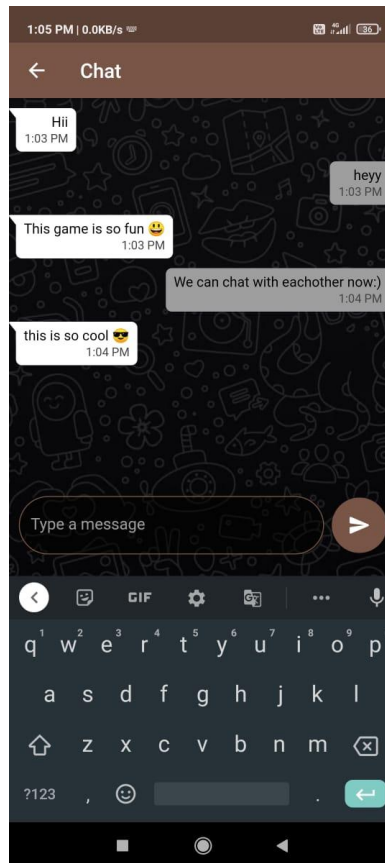
This is our Game Screen, here we can play games, at the bottom right corner of the screen there are three options for undo, restart and chat respectively, Note:- You can only chat in online mode.

You will see this screen on selecting either 'Pass n Play', 'vs Computer' from the home screen. You will also play online on this screen only, but you will have to either create or join a room before that.



5) Chat Screen:

This is our chat screen, as you can see this is almost exactly like WhatsApp, one can send texts and emojis in this chat. We wanted to make our UI attractive but also that, we wanted to make it easier for our users to understand the whole app, so with components like these which makes our users feel a sense of familiarity was at the top with attractive UI on our list.



6) Rooms Screen:

This is the room's screen, here all of the online rooms that you have been playing are shown, one can create a new room by just clicking on the top right '+' icon, and a new room will be created, just like that, there is no process of setting up is needed, it's just that simple.

Now, to invite other player to this room, just click on the room and a share menu will open, which will show all apps on your phone through which you can share this room, like Whatsapp, Gmail, etc., also there will be a copy to clipboard option in case you cannot find the app you are looking for, you can just copy the link and send it through your favorite app.

Once there are two players in the room, no more people can enter the room, and then except for "You are the only one in this room" it will show "<Player 1 Name> vs <Player 2 Name>".

To delete a room long press on the room, and a delete option will appear just click on it and your room will be deleted.



Final Words

We had a lot of fun, working on this project, we had lots of challenges while working on it but we are still going to continue our work on this project even after this semester, and this is because, according to some of our users, they have never seen an Othello game app like this, according to them after this they don't think they can ever shift to another app for playing Othello, these types of comments are the main motivation for our team to give our all in building this app. We already have many plans like adding high scores, tournaments, etc.