

COL216 Assignment 3

User Interface for Reversi

Input: Embest board has the following for input

- 1) Sixteen blue buttons arranged in a keyboard 4 x 4 grid : We will use number 0-7 to input rows and columns one after the other.
- 2) Two black buttons : Right black button will be used to reset/start game.

Output: Embest board has the following for output

- 1) Two red LED lights : For illegal input both light will turn on.
- 2) One LCD display screen, which is a grid of 40 columns by 15 rows of individual cells : This will be used to display the game board.
- 3) LCD will show whos turn is it and row or column has to be entered.

Procedure:

- 1) Game starts when Right black button is pressed.
- 2) LCD will show whose turn it is and row or column has to be entered .
- 3) LCD will keep showing what is the configuration of the board and what places are possible to place a disk.
- 4) When LCD displays score for the whole game
- 5) incase of stalemate a string “stalemate is printed on screen”
- 6) If one player cant do any legal move other player is given the chance.