

User Manual

Required:

- Reversi.m (the game file)
- SimpleGameEngine.m (the game's engine)
- SpriteSheet.png (graphics that the game uses)
- Basic computer literacy (saving files, navigating through folders)

Objectives:

- Your goal in the game is to have more tiles of your color on the board than your opponent by the end of the play.

How to Win:

- The game ends when no more valid moves exist for either player or when the board is filled.
- You win by having the most tiles of your color on the board.

Important Game Information and Rules:

- You'll play on an 8x8 grid.
- Take turns placing your colored tiles on the board.
- Your move is valid if it flips one or more of the opponent's tiles.
- If you can't make a move, the game automatically passes your turn.
- The game ends when neither player can make a valid move.
- The player with the most tiles of their color on the board wins.
- Tiles are flipped when you surround the opponent's tiles with your own on both sides.

Getting Started:

- Download all the required files and ensure they are in the same folder.
- Open Reversi.m in MATLAB by double-clicking on the file.
- Run Reversi.m by hitting Ctrl+Enter on Windows or Command+Enter on Mac.
- The game automatically starts with a black turn (the board also indicates that on the right side).
- The game has two states: gameplay (state 0) and menu (state 1).
- In gameplay, click on the indicated areas for each tile in white and black shades.
- The game handles tile flipping automatically after you click on the indicated area.
- The turn indicator at the top-right shows whose turn it is.
- The scores of both players are displayed on the right side of the board.
- If it's impossible to make a move, the turn automatically passes to the other player.
- Click on the menu icon (bottom-right) to access the menu during gameplay.
- In the menu, choose options like ending the game, resetting the board, or closing the current screen.
- The game will display messages indicating the winner or a draw at the end.
- To start a new game, click on the menu and choose the reset option.