**Othello**

**Description:**

Write a program that will allow two players to play Othello. The program should prompt the player whose turn it is to select the square (row and column) on which to place their disc. The program should determine if the player has made a legal move and prompt for a new choice if the move is not legal. If the move is legal, the program should place the player’s disc. The program should then determine which of the opponent’s discs to flip and do so – displaying the results. When the game is over, the program should declare a winner and display a score. Review the rules for Othello.

**Suggestion for Adding Graphics:**

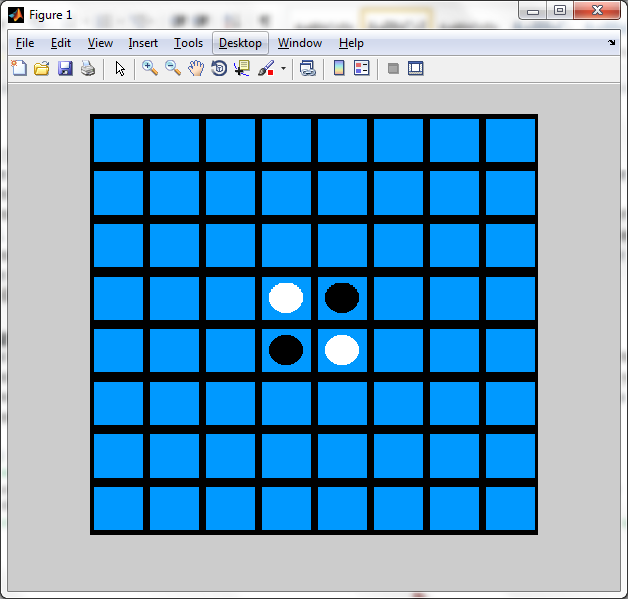
Save the Othello.mat file to your current MATLAB folder (the folder in which you will write your game program. Try out the following commands in the command window to understand how they work. Then incorporate them into your game program.

load Othello

% Loads Board (8x8 cell array), a whitedisc, and a blackdisc

imshow([Board{1,:};Board{2,:};Board{3,:};Board{4,:};Board{5,:};Board{6,:}; Board{7,:};Board{8,:}])

% Shows the initial board (8 rows and 8 columns)with the initial play set up



Note: If you dock the figure by clicking on the arrow, it will stay on the screen the entire time for viewing.

The command:

figure('WindowStyle','docked')

works also.

Displaying Player moves:

Say, Black chooses Row 4 and Column 3. This is a legal move.

Board{4,3}=blackdisc; % Move Black disc into place

imshow([Board{1,:};Board{2,:};Board{3,:};Board{4,:};Board{5,:};Board{6,:}; Board{7,:};Board{8,:}]) % Display results



Now, the white disc in Row 4 and Column 4 is outflanked. Your program should determine this and do the following:

Board{4,4}=blackdisc; % Flip the white disc in Row 4 Col 4

imshow([Board{1,:};Board{2,:};Board{3,:};Board{4,:};Board{5,:};Board{6,:}; Board{7,:};Board{8,:}]) % Display results

