

SDSU Program Design Competition 2009

Problem Statement:

Gaming is one of the important study areas in computer science and software engineering. It incorporates almost every major study area, such as, algorithms, data structures, graphics, artificial intelligences, and programming methodology and languages.

Your task is to develop a simple board game, called *Reversi/Othello* (later Othello). It is played by two parties on an eight-by-eight square grid, where parties are represented by either Black or White discs. The goal of each party is to have more discs than the other on the board at the end of the game, by turning over as many of opposite party's discs as possible.

For detail rule and strategy, please visit following web site,
<http://en.wikipedia.org/wiki/Reversi>

Also you may visit followings web sites for your reference,
<http://hewgill.com/othello/>
<http://www.posi.net/software/othello/>

You can design this game for either human-to-human or human-to-computer, or both. Also you can develop this game software using any tools available to you. You may create a web based application, a C/C++ program, a Visual Basic/C++/C# program, Java, or use any other common programming environment. However, your program MUST run on a Windows XP computer using a standard installation and having Internet Explorer and Firefox web browsers.

Your work will be judged on,

1. Correctness of the solution
2. Uniqueness of the design
3. Apparent ability to hold student interest
4. Completeness of solution
5. Presentation design

Here, every team members should be actively involved during the presentation. All parts of the presentation and source code must be burned to a clearly labeled CD and submitted to the program design competition committee at the competition day.

If you have any questions regarding the problem, please do not hesitate to ask us (sunho.lim@sdstate.edu or sung.shin@sdstate.edu). Good luck and have fun!