

Cs 101 project report

This project is made by:

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Introduction

Our project is based on the game reversi and the is game is of two players. It usually starts with one 8*8 square box and each unit is a e square . The player who owns maximum units at the end wins the game

Gaming

Beginning..

The game board is already filled with 4 pieces 2black and 2 white alternatively and player can move only once at a time. Those four pieces are at exact centre of the board. The colours of pieces are black and white.

,the white moves first in the game.

Algorithm..

The game follows some rules which are to be remembered while playing:

1. If you capture your opponent piece between your two pieces than that piece become yours.
2. You have to move in the box where atleast one of the opponent piece become yours otherwise it will not be a valid move
3. So typically the game has limited moves means you can't move anywhere.
4. If the player has no moves left than opponent is given a chance again.
5. if both player does not have a move to play the game quits with player having more pieces wins.
6. And also if at any time one player gains all the pieces then also he wins

So having only limited moves the game is quite tough and logical.

We are making this game for 1 player and 2 player both in which CPU will play in 1 player game.

The user also has an option to increase the level of CPU order

Graphical Thoughts

We are going to use algerro c++ graphics for start and between the gameplay while moving and also providing the possible moves tha a player can move.

Graphics are also required while changing colour of pieces because in this game pieces simultaneously changes colour.

Overview...

The game is a two player logical game and quite tough to make.

To follow all the rules in the game which is the toughest part of the game and also to represent the possible moves using graphics is also not easy.

The most interesting part of our project will be the single player gaming in such a logical one in which all of us will surely learn the beauty of this language. The level of the CPU will also be provided to user.

With all these specification we will try our best to launch this game soon.

Thank You