

IMPLEMENTATION OF A JAVA OTHELLO GAME

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ABSTRACT

This project implements a game of Othello written in Java. Othello is a two player strategy game played on a 8X8 board. It studies the Artificial Intelligence (AI) techniques for Java in relation to game playing. Primarily these are game trees, minimax searchers and alpha-beta pruning. It also studies the good object oriented design principle. A successful application to achieve this was create. This system allow user play with different level of AI, user play with user, an computer play with computer, it also make games available for user commentary and analysis.