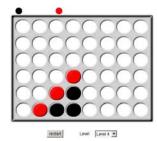
## **Playing Connect4**

- What are rules?
- What's a move?
- What's a board?
- What's the model?
- When is a game over?

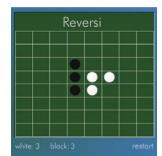


http://www.javapowered.com/connect.html

Software Design

11.1

## Playing Othello/Reversi

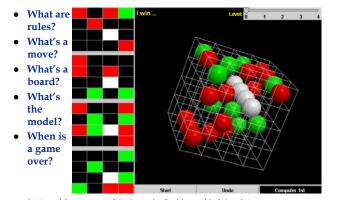


- What are rules?
- What's a move?
- What's a board?
- What's the model?
- When is a game over?

http://home.tiscalinet.ch/t wolf/tw/misc/reversi/

Software Design

## **Qubic**



http://www.ozpolitics.info/java/Qubic.htm

11.3

## **Generic 2Player Boardgame Model**

- What are the model's methods?
- What is a move?
- How is a move undoable?
- How does the computer play the game?

Software Design

11.4