

Python to Javascript bot Game Translation

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Name: Reversi

Technologies used: Python, Js, object oriented , function optimization ,recursive

My Next project was to add games into my Chat website.

After that the main functionalities of my first project has been implemented I decided to add some games.

Speaking with someone i found out that he wrote an bot Othello (aka Reversi) game in Python.

For those who don't know Othello is a strategy board game for two players. It's played on an 8x8 grid with black and white pieces. The goal is to have more of your own pieces facing up than your opponent by the end of the game. You do this by surrounding your opponent's pieces with your own, which then flip to your color. It's a game of tactics and outmaneuvering your opponent. The player with the most of their pieces facing up wins.

So my Goal was the this Python bot Othello game and turn it into a Javascript game , the only problem is that I barely saw Python before so my only way to do this translation was to begin to understand plus minus was the script was doing before 'translating' it.

I Then began to look this Python code line by line , function by function and managed to understand how it works.

Now, what I needed to do was transform this Python game into a web-based JavaScript game. In fact, I could have translated everything line by line without paying too much attention to it. However, as I went through the code, I felt that some parts of it could be optimized. For instance, in the original Reversi game, there were separate functions for checking the different directions around each piece played. I optimized it by creating a single function with four parameters (current x/y location in the array, and x/y for the translations to be done: positive to go forward, negative for backward, etc.). These functions were also contained in a loop; I simply made them recursive functions. This allowed me to have cleaner code and the flexibility to use any board size I want.

This project shows my ability to play with concept like recursion, object-oriented, to switch /learn new languages.