

CS 4530 Project: Stack Othello

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Our Feature:

Stack Othello is a platform designed for people who love Othello and want to relax or sharpen their skills. Users can not only play casually with their friends and strangers, they can also challenge themselves by playing against high-level difficulty AI or playing ranked mode to climb the leaderboard.

Tech Stack & Design:

We used an express backend with a MongoDB database. For our frontend we used React with Material UI for UI/UX elements and framer motion for some animations. Our site was deployed using Render.

Future Work

The code base could use some refactoring. We sprinted to finish some features to meet deadlines that could really use some polish.

It would also be good to allow users to filter answers to questions by friends.

It might also be nice to allow users to play singleplayer Othello games even when offline. This would require substantial refactoring, though, so may be pushed aside to develop other features.

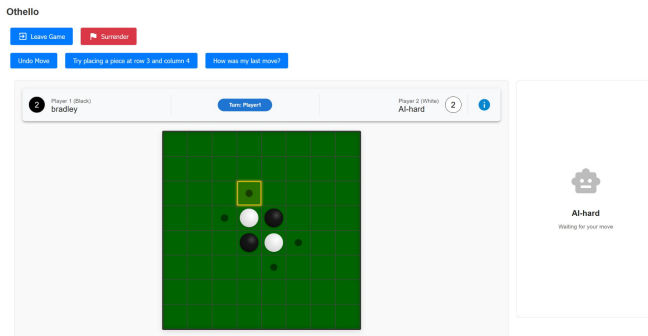
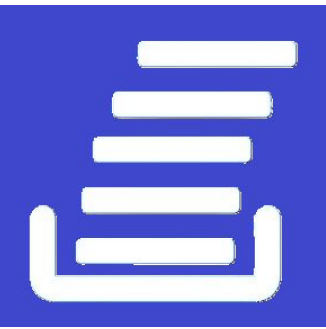
Deployed product and source code

Our final product can be viewed at

<https://cs4530-f25-508-client.onrender.com/>.

Our source code can be viewed at

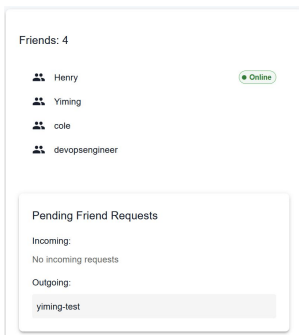
<https://github.com/neu-cs4530/fall25-project-fall25-project-group-508>.



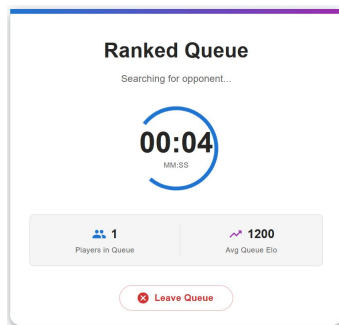
A live game of Othello against the AI-Hard mode

#	Username	Rank	Wins	Losses
1	Abdel Brucka	Diamond	100	0
2	brakey-test	Diamond	40	29
3	Yiming 孟	Platinum	25	5
4	yiming-test	Platinum	25	16
5	hust	Gold	17	10
6	098 孟	Silver	43	23
7	098-test	Silver	16	13
8	31337_OTHELLOHAKORISZ227_LCA_ORNAGE_123	Bronze	0	0
9	Abdel Brucka Smart	Bronze	0	0
10	Henry 孟	Bronze	4	24

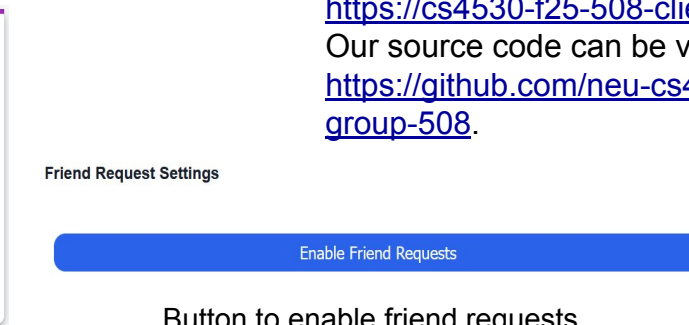
Leaderboard for ranked Othello



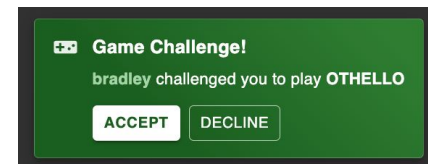
A user's friends list



Ranked queue page



Button to enable friend requests



Pop-up showing game invite