CIS 434 - Software Engineering

Group 4

Connect Four

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Contribution Breakdown:

Requirements specification (use cases and non-functional requirements).

Domain modeling (whole system or list the specific modules).

Software design (whole system or list the specific modules).

Report preparation (whole report or list the specific sections/diagrams).

Other: any other relevant contribution

Abstract:

In 1973, Howard Wexler and Ned Strongin had invented the game Connect Four. The game uses a 6 x 7 slotted rack, where there are 42 slots total. As this is a two player game, each player gets one designated color, blue or red. Each player takes turns inserting one of their respectively colored discs into one of the slots in hopes of matching 4 like-colored discs, horizontally, vertically, or diagonally in a row. This project's goal is to create that same game, but for a computer. The program will be written in Java along with its GUI. The objectives of the program include checking win conditions repeatedly, ensuring a stable GUI, as well as maintaining efficient time-complexity for the program to ensure minimal delays. The overall methodology involves writing the program first, creating the GUI after the code is fully functioning, and then touching up code to ensure efficiency.

Objectives:

text goes here

Project Description:

Very detailed explanation of what process you went through to create your project.

• All the features of the software.

• Difficulties and solutions.

• Charts/graphs on the software development process.

• How you would improve your project given more time.

Professional Awareness:

text here

Project Timeline:

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Conclusion:

References: