
Connect 4 Test Case.

Test Cases :

- To be able to check all slots diagonally, horizontally and vertically in an optimized way.
- A clear label of players swapping turns.
- A label on top of the column appearing on hover so the player would be certain of the column they are choosing.
- If there are no empty positions, the game would state draw.
- A clear representation of the winning pattern on board.
- (Optional) Saving the game and exit. The saved game will automatically load next time.

Defect Log :

- When the first column on the right is full the game would state a **Draw.** **Fixed**
- If a player wins by 5 or more in a row, the game crashes. **Fixed**
- If all positions were full, the game won't state draw. **Fixed**
- Hover labels malfunctioned. **Fixed**
- The game would arbitrary state draw despite having a winner. **Fixed**
- The game won't recognize the vertical pattern of the uppermost 4 slots. **Fixed**