Connect 4

Documentation:

* It is a two-player game in which the players first choose a color and then take turns dropping colored discs from the top into a seven-column, six-row vertically suspended grid by clicking on the desired column to put the piece in. The pieces fall straight down, occupying the next available space within the column. The player that forms a horizontal, vertical, or diagonal line of four of one's own discs first is the winner, and message is showed to the player indicating that.
* The object of the game is to connect four of your pieces horizontally, vertically, or diagonally while preventing your opponent from doing the same.
* The game is currently multiplayer only.

Code reviews:

* Player 1 is the starting player by default.
* Whenever a player makes a play, changeplayer() function is called.
* Changeplayer function occupies the next available space within the column with the right color,

then switches players, checks if either player 1 or 2 has won the game.

* If player 1 or 2 wins, player1Wins and player2Wins functions are called respectively.
* Check functions are 4 different functions. Checks for horizontal, vertical, diagonal and diagonal reverse.

Test cases and test scenarios:

* The players can't play more than 6 times in the same column, the player can only use valid columns. Same for rows.
* If one of the players wins the game ends, and they can't continue playing after showing the message.
* If there are no empty positions any more the game ends "draw game".
* The player can only play one move at a time, then the turn changes for the second player.

Defect Logs:

* If a player wins 5 or more in a row, the game crashes. (Fixed)
* Player status didn’t change to “Draw” if all spaces are occupied. (Fixed)
* Hover functions didn’t work properly. (Fixed)