

# Connect 4

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# Project Overview

- Connect4
  - One and two player
  - AI
  - UI
    - Works for one and two player
    - Background music
    - Background themes based off of bot difficulty



# Game Description and rules / images



- Standard Connect 4
- 6x7 grid
- To win one must get 4 of their coins in a row up/down, sideways or diagonal
- Coins always go to the bottom most available slot of grid
- Alternating turns
- Not many rules, mostly constructs to implement



# Project Requirements

- Functional Requirements
  - a. Title screen with game mode selection.
  - b. Completely working game
  - c. Player customization screen
  - d. Game over screen
- Non-functional Requirements
  - a. Background music
  - b. Nice UI background



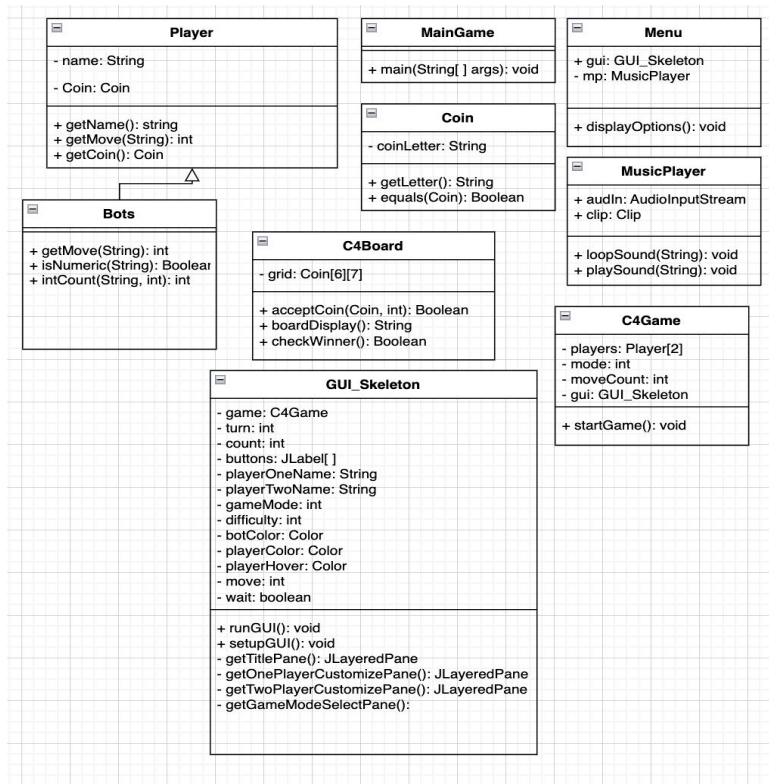
# Project Solution Approach

- Title Screen
- Player Customization
- Game Board
- Game Over
- AI





# UML Design here - How did you structure your solution?





# Team Collaboration Approaches

- Discord
  - Photos of Code
  - Discuss problems
  - Provide solutions
  - Anytime
- Github Issues
  - Compartmentalized who got what done
  - Showed what was left to do
- Git Branches
  - Solve issues without breaking main
- Working as a team
  - Everyone has strong suits
  - Communicate to make a good product
- Collaboration
  - Met at beginning to piece through issues
  - Most coding was separate
  - More meeting to merge code





# Testing, Validation, and Acceptance Plan

- Unit tests
- Integration tests
- User tests
- Confirm is deliverable



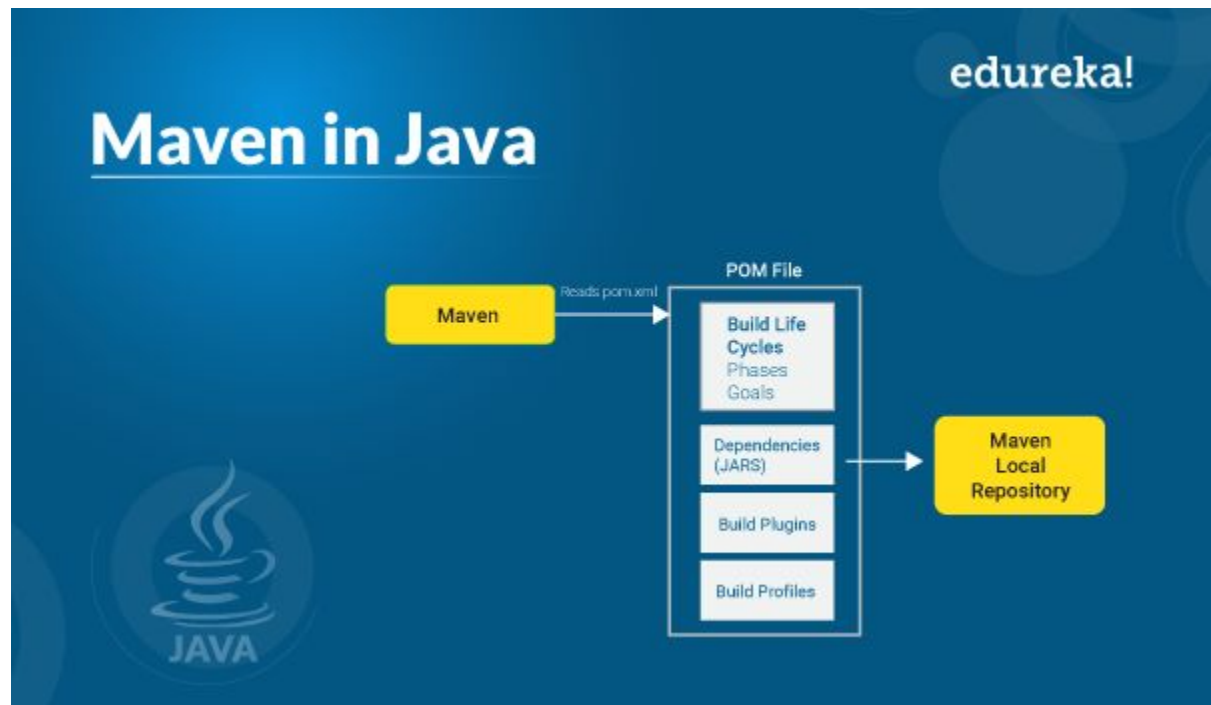


Live Demo Time!



# Summary

- Maven
- WebScraping
- MinMax algorithm
- Multithreading
- Java Swing





# Questions?

