# PATCH NOTES
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- ADDED HUMAN AND AI GAME MODES
- IMPLEMENTED UI FOR EACH GAME MODE
- MADE THE FILE INTO AN EXECUTABLE

INSTRUCTIONS:

1. CLICK MINMAXCONNECT4 EXEC
2. SELECT GAME MODE (RED GOES FIRST)
3. CLICK MOVE CHOICE f1, f2...f8 (DOUBLE CLICK FIRST MOVE)
4. IF ON AI MODE WAIT TILL SPINNING COLOR WHEEL ENDS
5. ONLY NEED TO SINGLE CLICK EVERY MOVE PROCEEDING
6. REPEAT

BUGS:

1. CLICKING TWICE THE FIRST TIME TO SELECT A BUTTON
2. STALLING OF AI, AFTER MOVE IS MADE (SEEN BY BLUE SELECT BUTTON AND THE SPINNING COLOR WHEEL)
3. POTENTIAL AI MOVING PAST THE BOARD
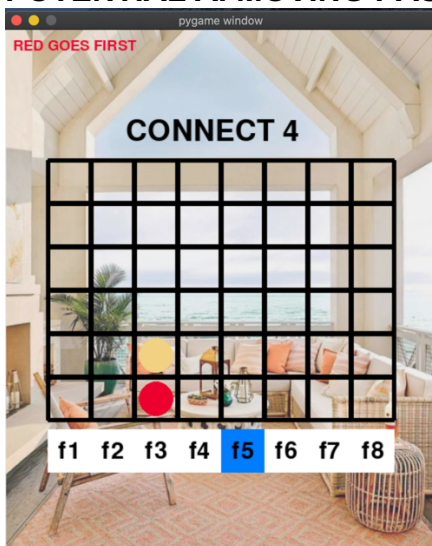
FUTURE UPDATES:

1. IMPLEMENT ALPHA-BETA PRUNING (IMPROVING EFFICIENCY)
2. MAKE THE ENTIRE PACKAGE AN EXECUTABLE
3. CHECKING BOARD CONSTRAINTS
4. ADDING BUTTONS TO PLAY GAMES AGAIN
5. UNDO BUTTON
6. ADD WINS AND LOSES
7. ADDING TIME BETWEEN AI REACTION AND HUMAN
8. REMOVING DOUBLE CLICK ON FIRST PRESS