**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**

**A screen shot of a window

Description automatically generated**

**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**