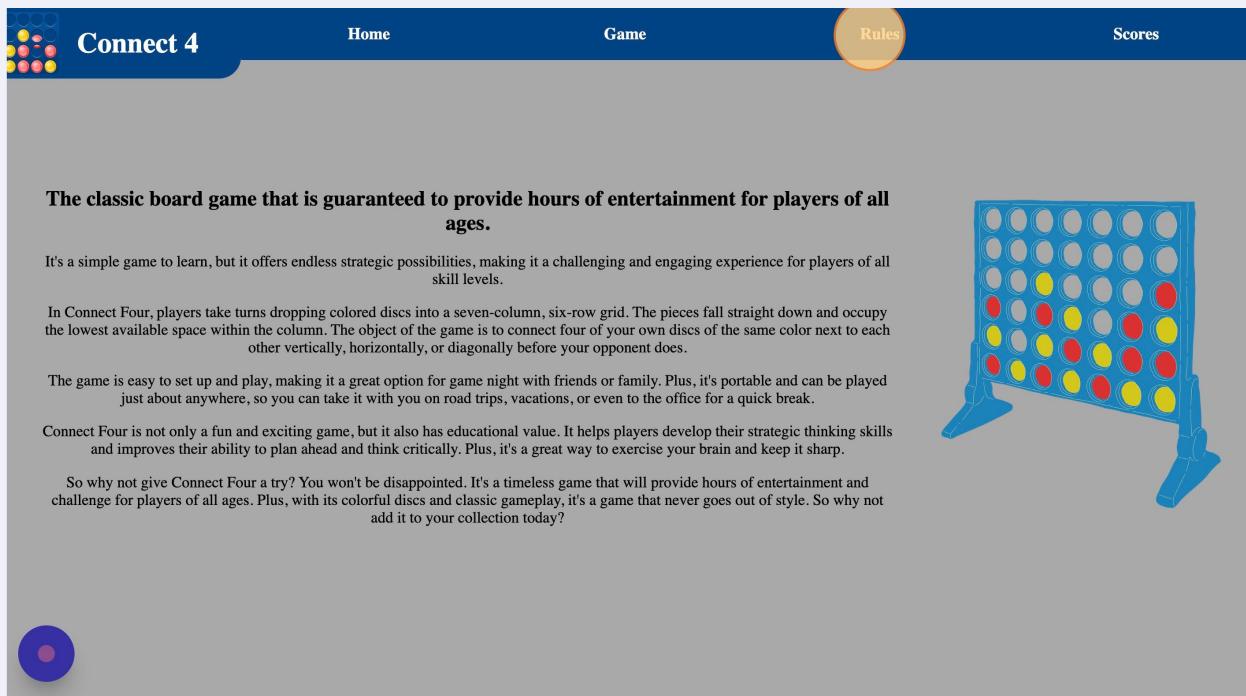


Baptiste-crepin Workflow

- 1 Navigate to baptiste-crepin.fr/index.html

- 2 voici la page d'accueil, rien de notable ici, aucun javascript n'est utilisé.
On peut cliquer sur le bandeau en haut afin de se déplacer dans les différentes pages



The screenshot shows a web page for "Connect 4". At the top, there is a navigation bar with four items: "Home", "Game", "Rules" (which is highlighted with a yellow circle), and "Scores". Below the navigation bar, there is a small graphic of a Connect 4 board with colored discs. The main content area contains text about the game's history and benefits, followed by a large image of a physical Connect 4 board.

The classic board game that is guaranteed to provide hours of entertainment for players of all ages.

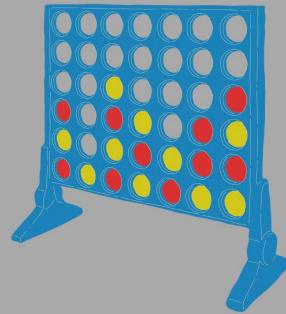
It's a simple game to learn, but it offers endless strategic possibilities, making it a challenging and engaging experience for players of all skill levels.

In Connect Four, players take turns dropping colored discs into a seven-column, six-row grid. The pieces fall straight down and occupy the lowest available space within the column. The object of the game is to connect four of your own discs of the same color next to each other vertically, horizontally, or diagonally before your opponent does.

The game is easy to set up and play, making it a great option for game night with friends or family. Plus, it's portable and can be played just about anywhere, so you can take it with you on road trips, vacations, or even to the office for a quick break.

Connect Four is not only a fun and exciting game, but it also has educational value. It helps players develop their strategic thinking skills and improves their ability to plan ahead and think critically. Plus, it's a great way to exercise your brain and keep it sharp.

So why not give Connect Four a try? You won't be disappointed. It's a timeless game that will provide hours of entertainment and challenge for players of all ages. Plus, with its colorful discs and classic gameplay, it's a game that never goes out of style. So why not add it to your collection today?



3

Voici la page des règles, ici également aucun javascript, juste du texte tout simple.

On clique ensuite sur la page de score

The screenshot shows a web page for 'Connect 4'. At the top, there is a navigation bar with four items: 'Home', 'Game', 'Rules', and 'Scores'. The 'Scores' item is highlighted with a yellow circle. Below the navigation bar, there is a small graphic of a Connect 4 board with some colored pieces. The main content area contains text explaining the game's objective, player colors, turn sequence, winning conditions, and draw rules.

The goal of this game is to align at least four pieces of the same color on a grid.

Each player is given a color (by convention, the color is either yellow or red).

One after the other, both players place a piece in the columns of their choice, the piece drops down until it has no more place left at the bottom in said column, it is then the turn of the other player to play

The winner is the player that first align (horizontally, vertically or diagonally) a serie of at least four consecutive piece of his color, in that case he will win one point.

If the grid were to fill up without any of the two players having made an alignment, the game is declared a draw and each player wins one point.

4

Dans la page de score on a juste un texte nous expliquant qu'il n'y a pas de score de disponible étant donné que nous n'avons pas encore lancé de partie

On clique sur Connect 4 pour revenir à la page d'accueil

The screenshot shows a web page for 'Connect 4'. At the top, there is a navigation bar with four items: 'Home', 'Game', 'Rules', and 'Scores'. The 'Scores' item is highlighted with a yellow circle. Below the navigation bar, there is a small graphic of a Connect 4 board with some colored pieces. The main content area contains a heading 'Score history this session:' followed by a message stating that no score is available because no game has been started.

Score history this session:

You have not played yet, as such there are no score available

5

On clique sur le bouton Game afin d'être amenés sur la page de jeu

The screenshot shows a web-based Connect 4 game interface. At the top, there is a navigation bar with five items: 'Home' (disabled), 'Game' (highlighted with a yellow circle), 'Rules', and 'Scores'. Below the navigation bar, there is a heading: 'The classic board game that is guaranteed to provide hours of entertainment for players of all ages.' followed by several paragraphs of descriptive text. On the right side of the page, there is an illustration of a physical Connect 4 board with red and yellow discs. In the bottom left corner of the main content area, there is a small circular icon containing a blue disc with a red center.

The classic board game that is guaranteed to provide hours of entertainment for players of all ages.

It's a simple game to learn, but it offers endless strategic possibilities, making it a challenging and engaging experience for players of all skill levels.

In Connect Four, players take turns dropping colored discs into a seven-column, six-row grid. The pieces fall straight down and occupy the lowest available space within the column. The object of the game is to connect four of your own discs of the same color next to each other vertically, horizontally, or diagonally before your opponent does.

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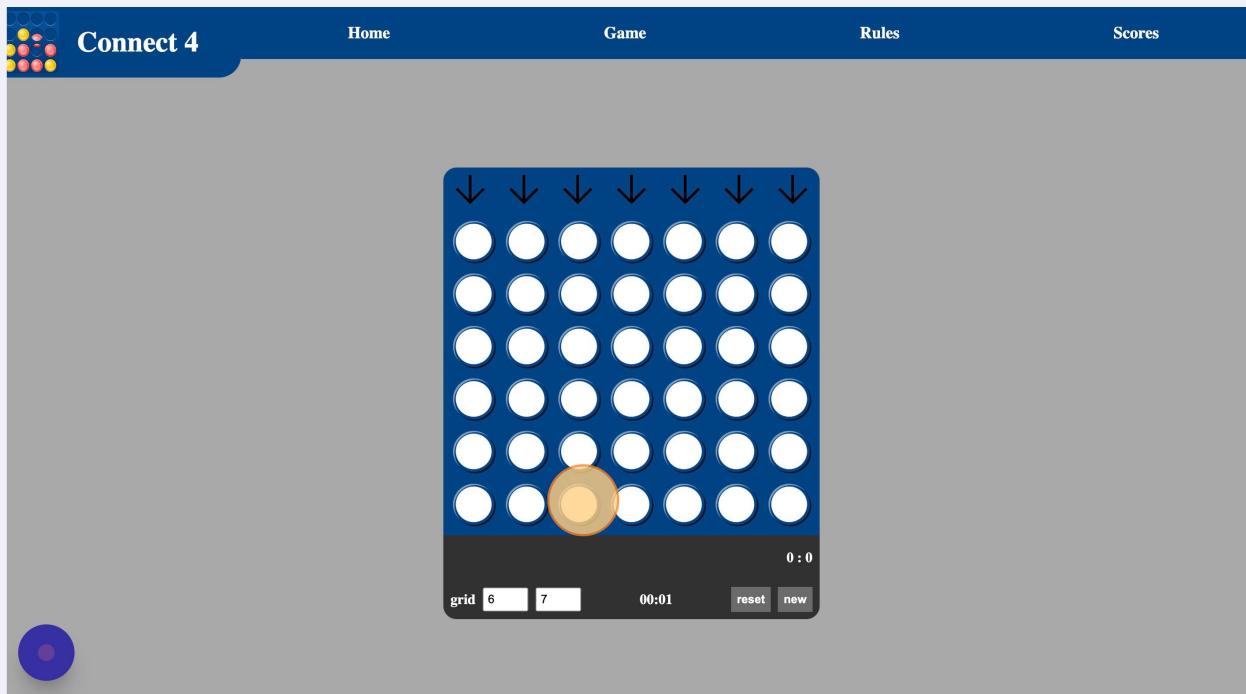
Connect Four is not only a fun and exciting game, but it also has educational value. It helps players develop their strategic thinking skills and improves their ability to plan ahead and think critically. Plus, it's a great way to exercise your brain and keep it sharp.

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6

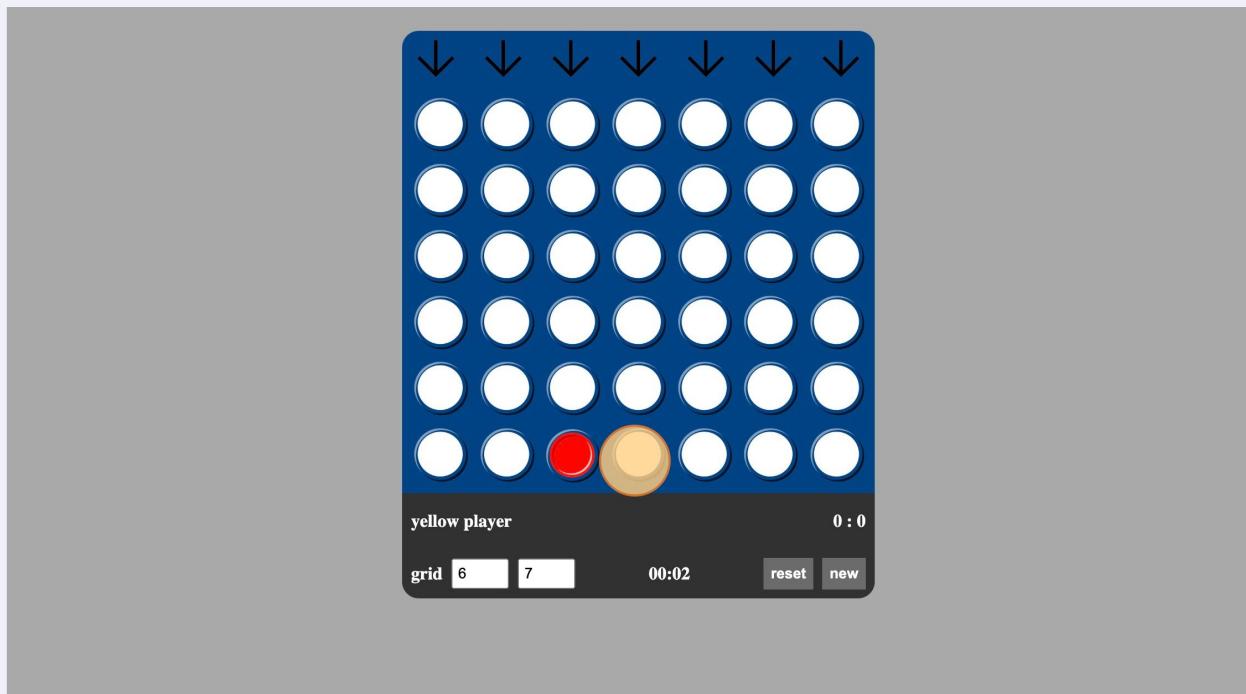
le score est de 0:0, le timer se lance automatiquement et on a de base une taille de grille de 6x7

Quand on clique sur une case de la grille



7

Un jeton apparaît, le premier est d'une couleur aléatoire, puis ils alternent, ici on peut voir en bas à gauche que le prochain à jouer sera le Jaune



8

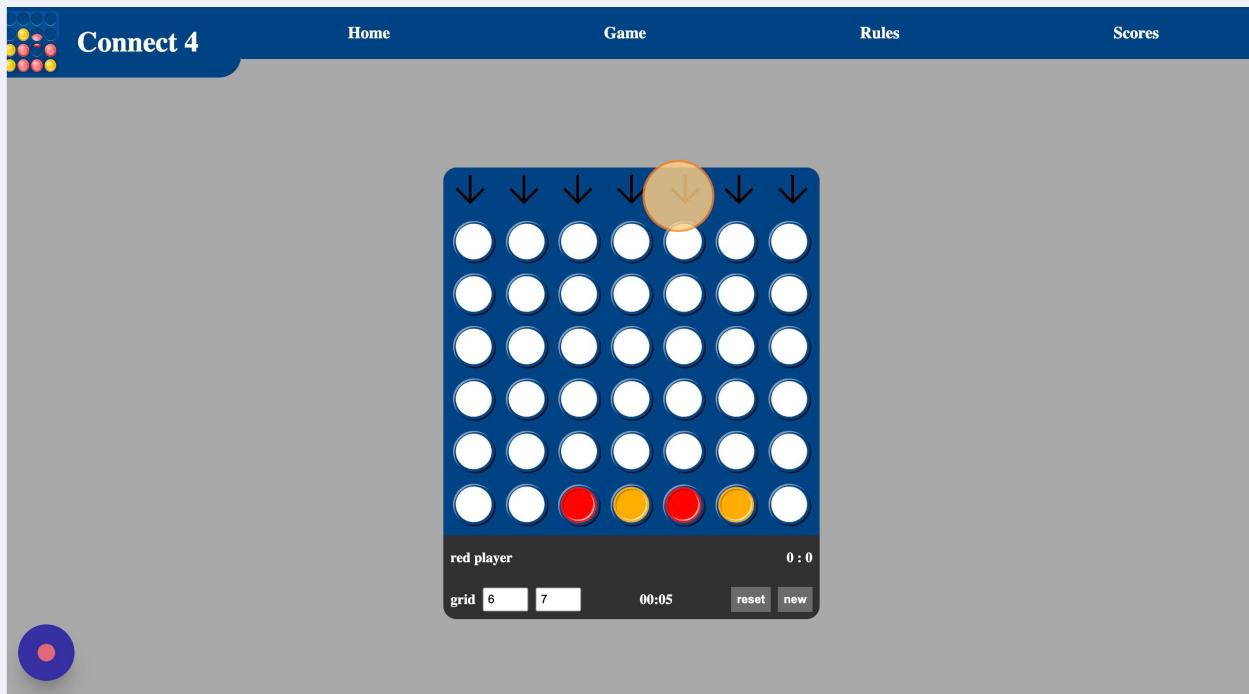
et ainsi de suite jusqu'à ce qu'on parvienne à aligner 4 jetons d'une même couleur verticalement, horizontalement ou diagonalement.



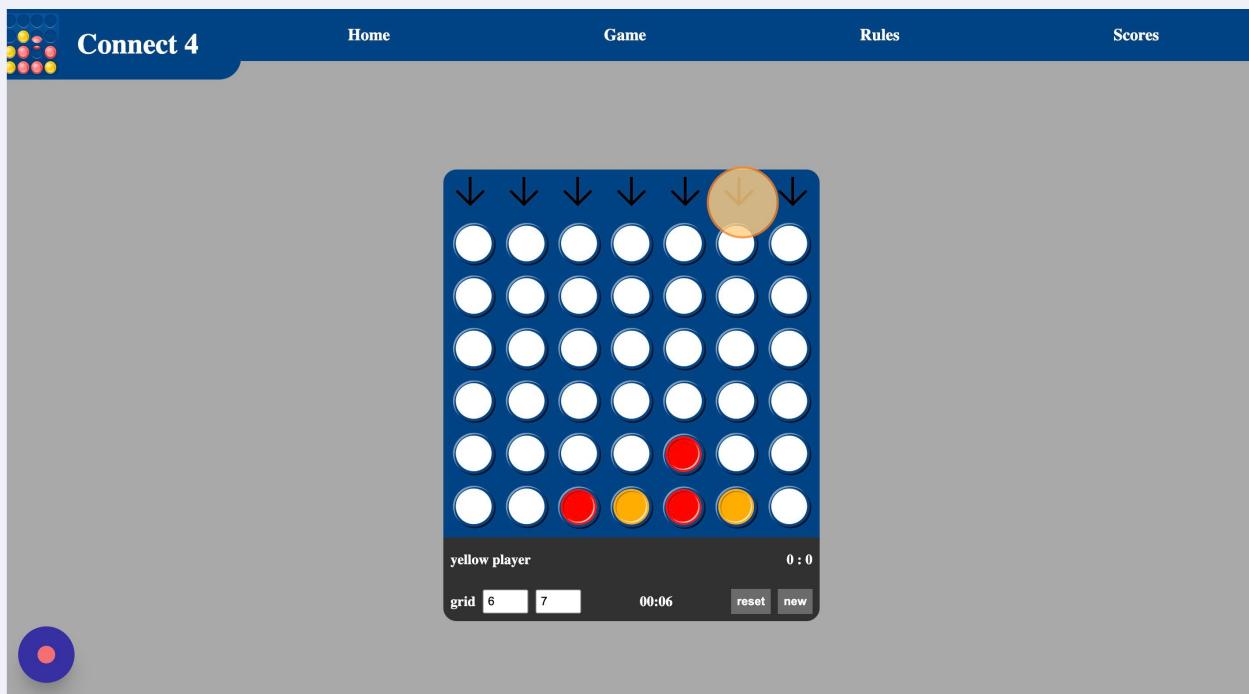
9

A screenshot of a Connect 4 game interface. The main area is a 6x6 grid of circles, each with a downward-pointing arrow above it. The bottom row contains tokens: white, red, yellow, orange, red, white. The bottom-left cell is white. The bottom-right cell is orange. Below the grid is a black bar with the text "yellow player" on the left and "0 : 0" on the right. At the bottom of the screen, there is a navigation bar with "grid" and buttons for "6" and "7", a timer showing "00:04", and "reset" and "new" buttons. In the bottom-left corner of the screen, there is a small circular icon with a red dot.

10 Il est également possible de cliquer sur les flèches en haut

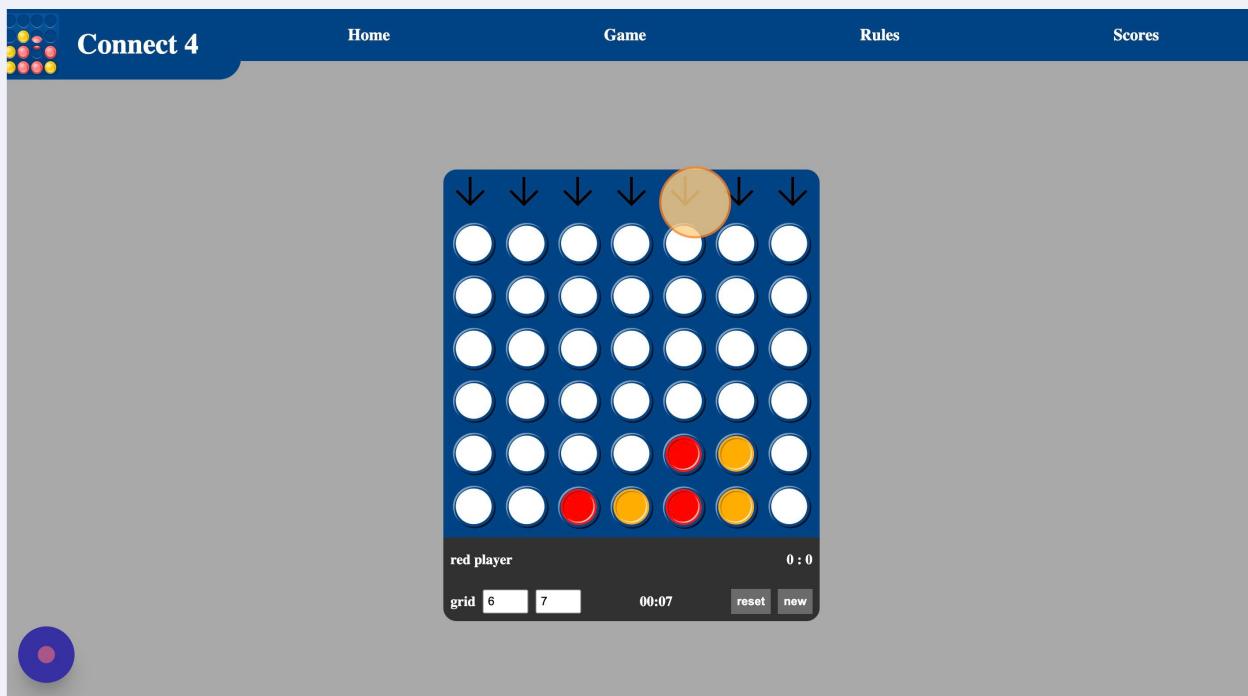


11



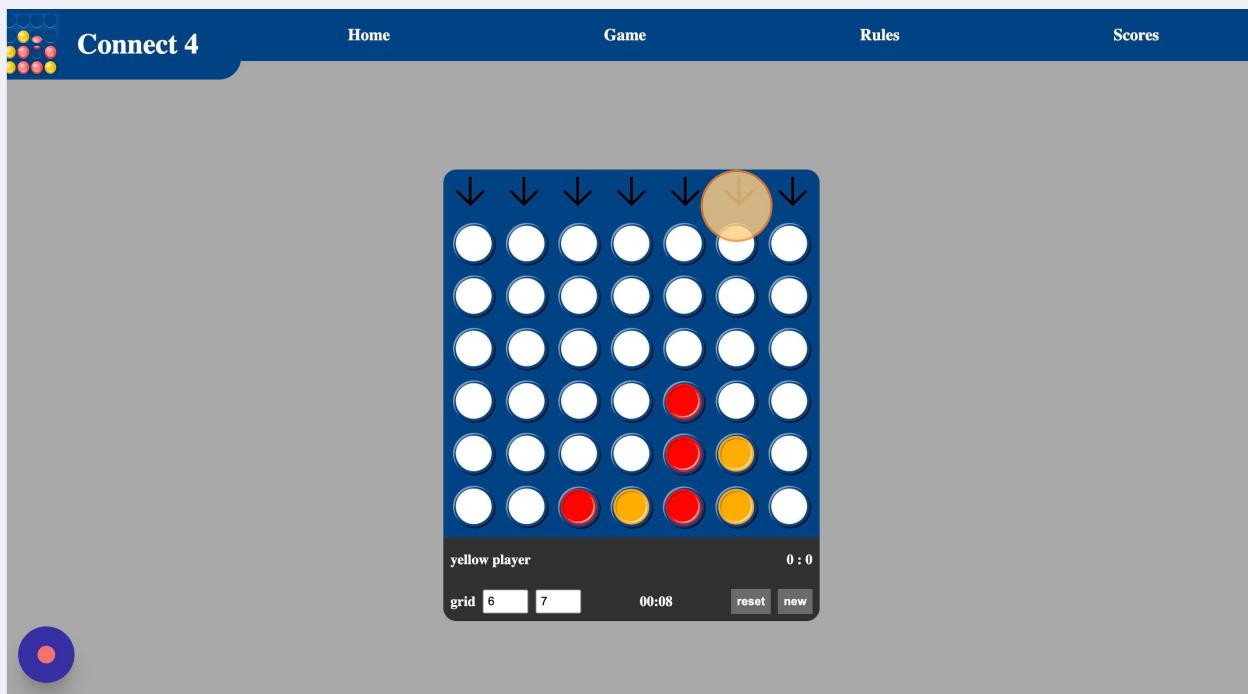
12

Click this image.



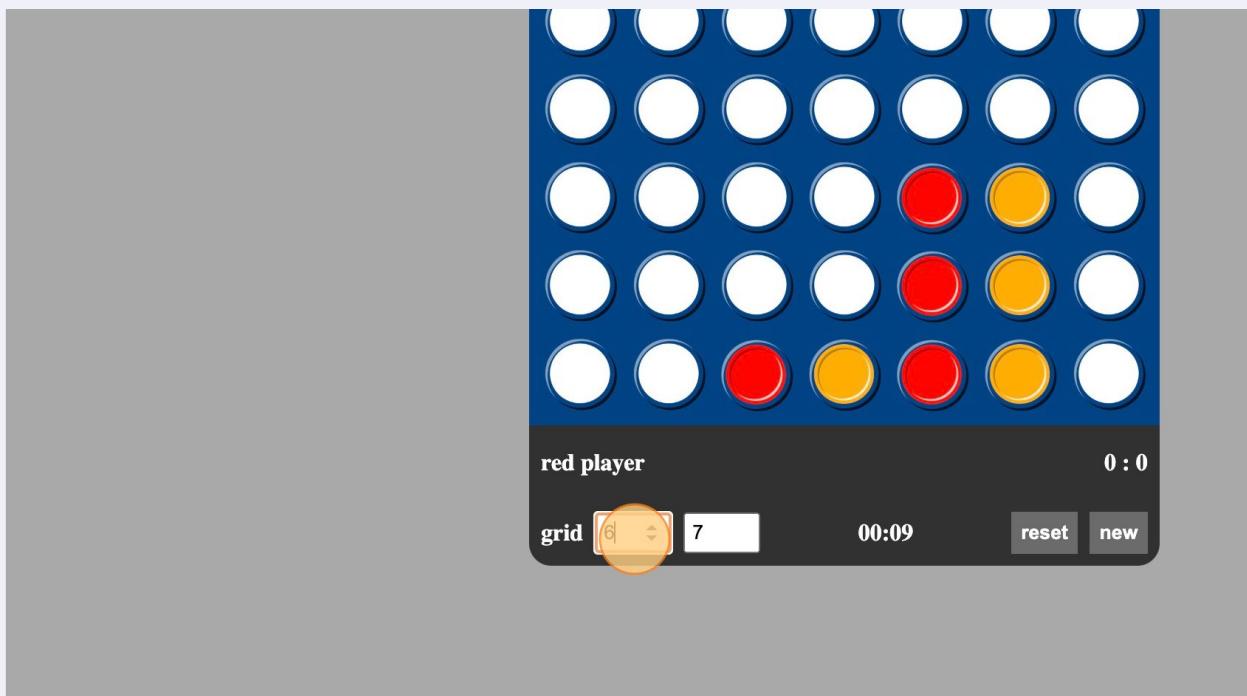
13

Click this image.



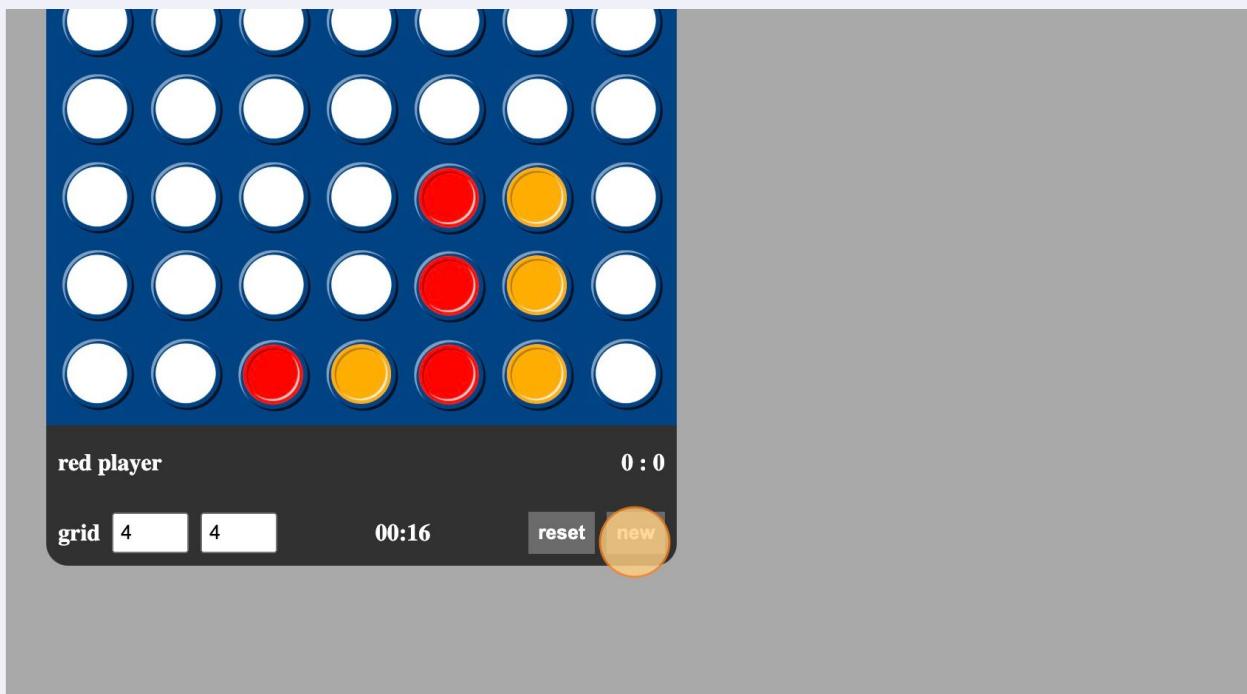
14

On peut également changer la taille de la grille grâce aux champs en bas à gauche, le premier gère la largeur et le second la hauteur



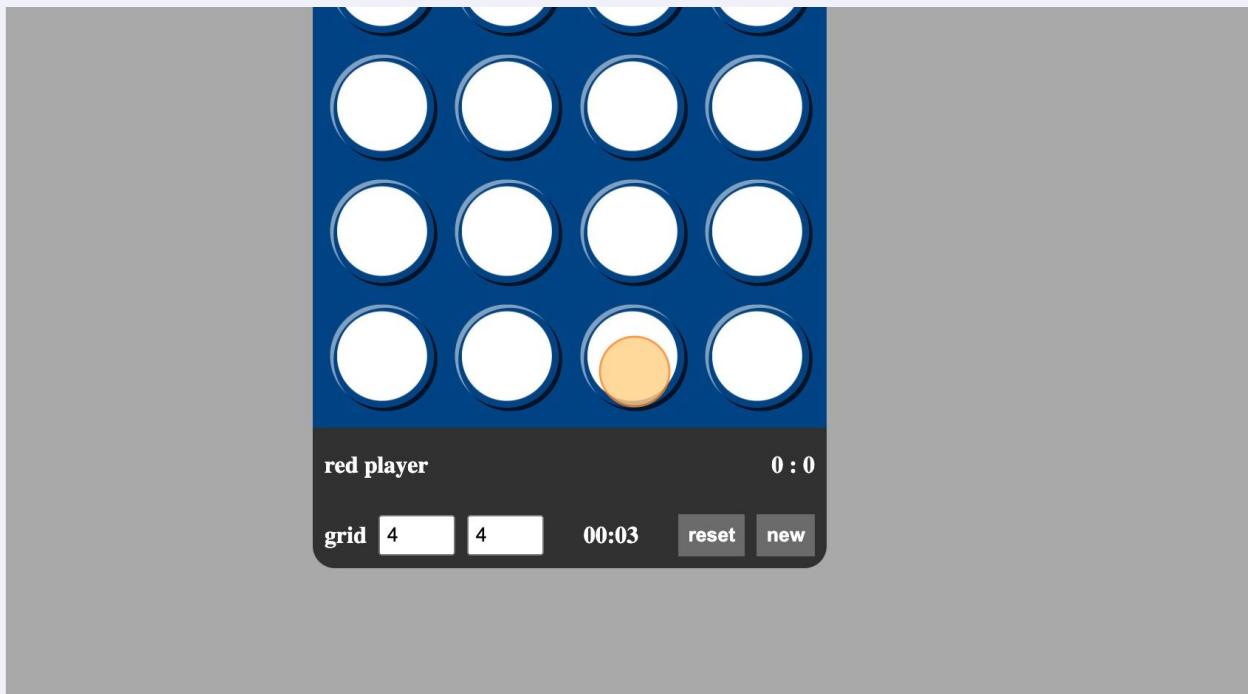
15

On clique sur "new" pour initialiser une nouvelle grille



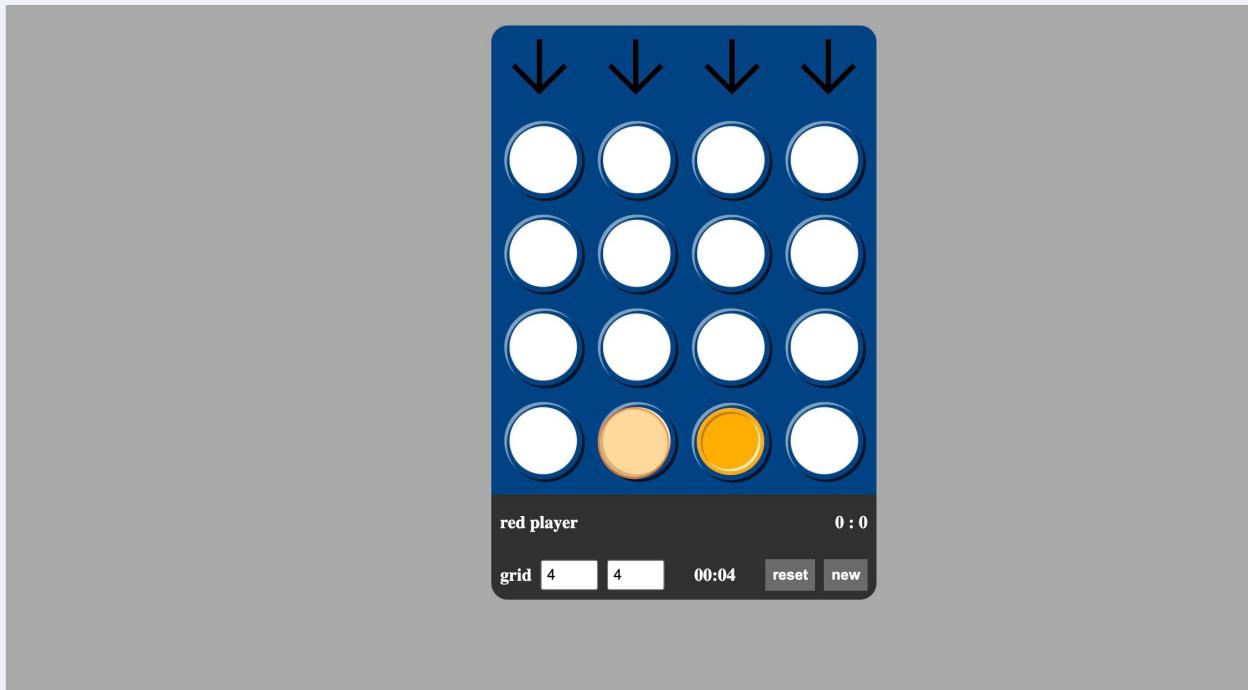
16

La board prend les nouvelles dimensions, si les dimensions rentrées sont inférieures à 4, alors elle les augmentera, la grille ne peut pas faire moins de 4x4

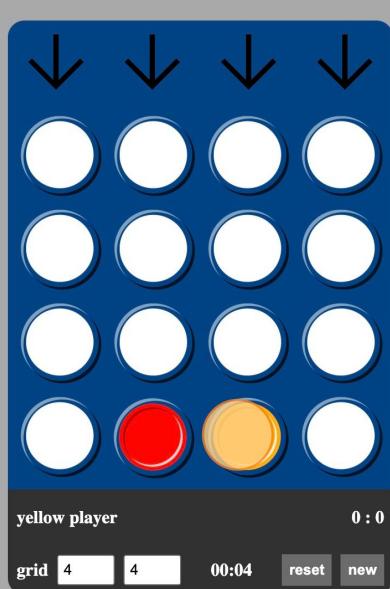


17

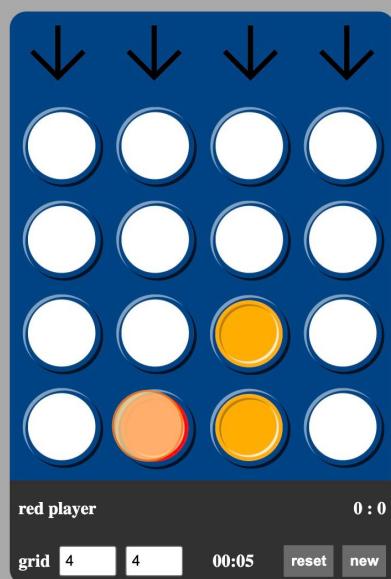
Click this image.



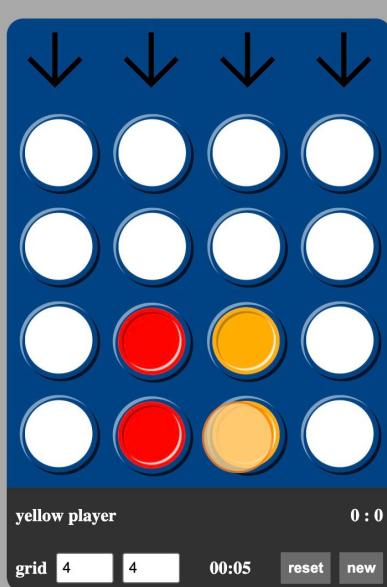
18 Click this image.



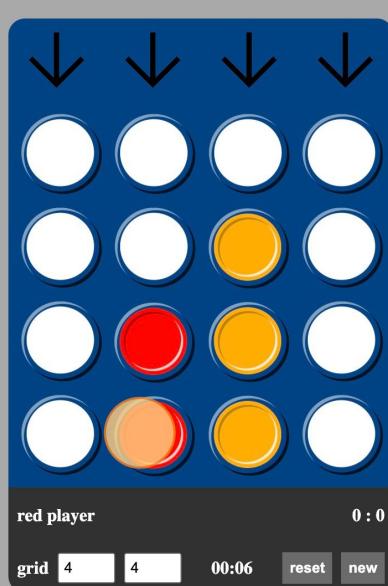
19 Click this image.



20 Click this image.

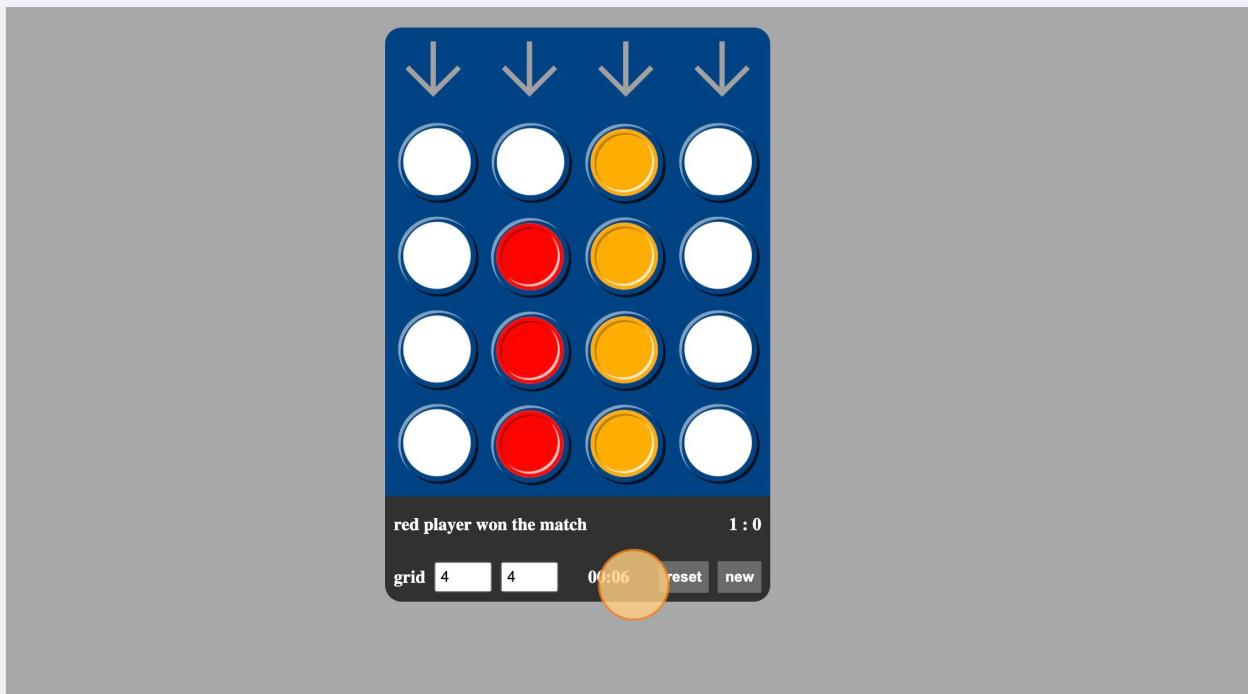


21 Click this image.



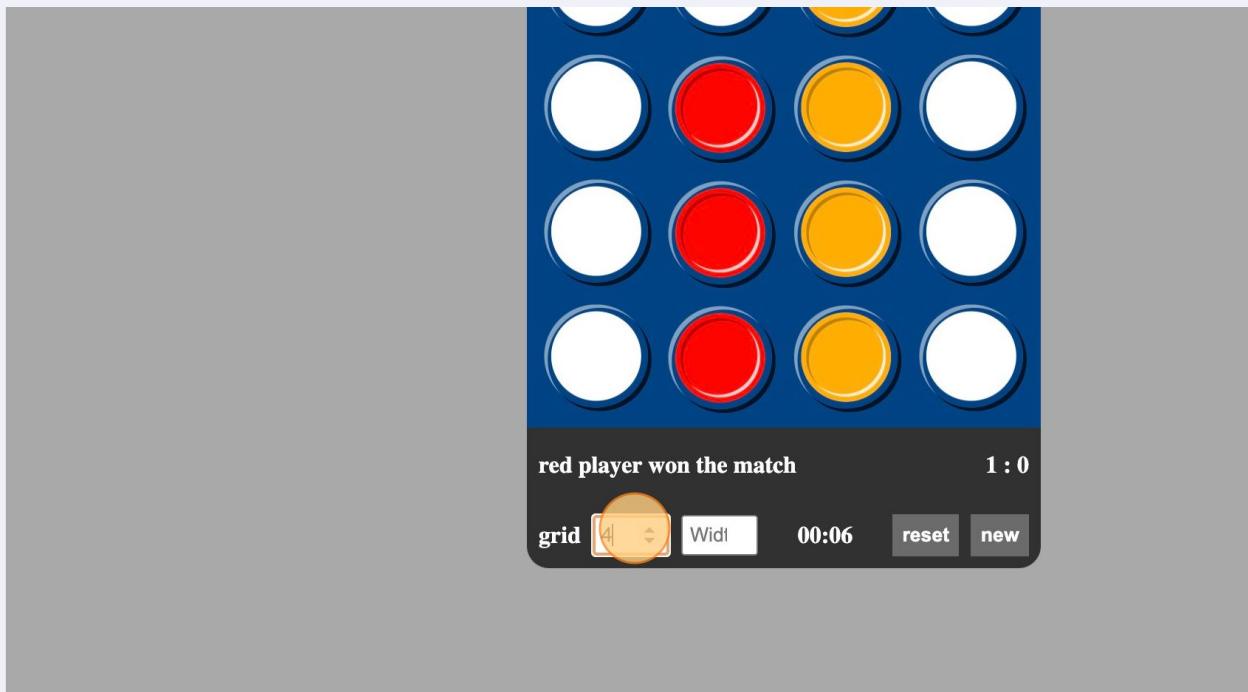
22

Joueur jaune gagne avec un alignement vertical, on lui ajoute 1 point, on peut également voir que le chronomètre a avancé en même temps que la partie

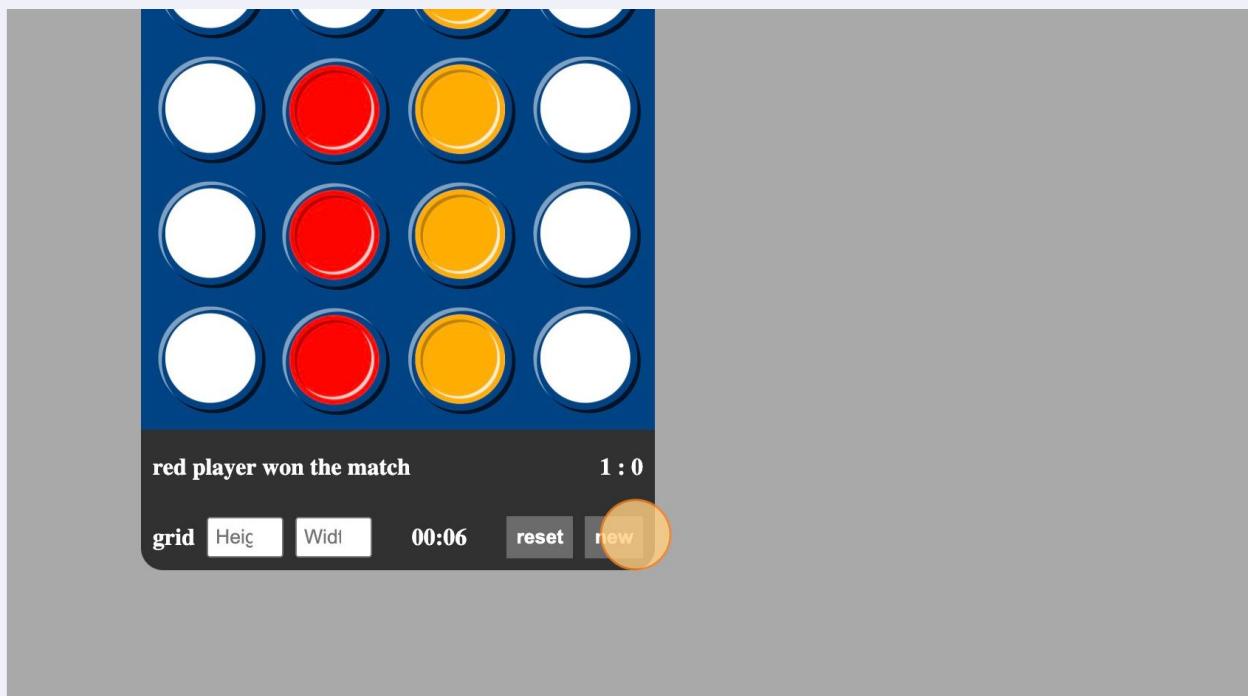


23

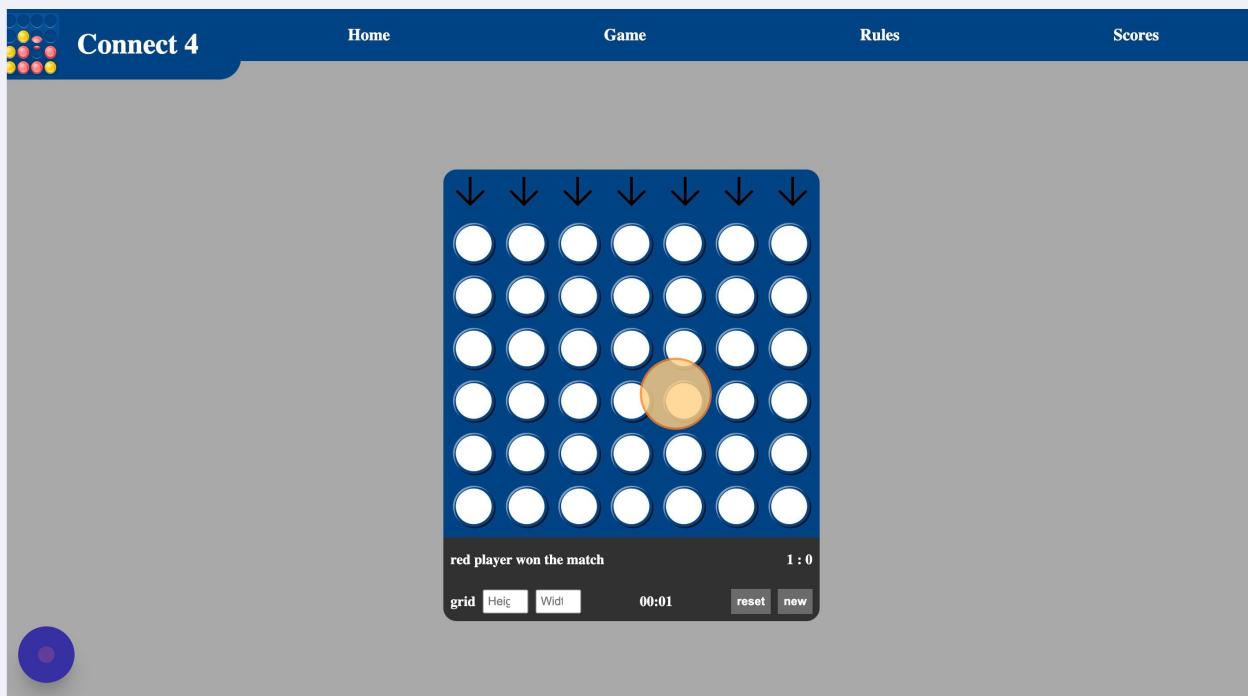
Si on supprime les valeurs dans height et width à gauche



24 Et qu'on crée une nouvelle board

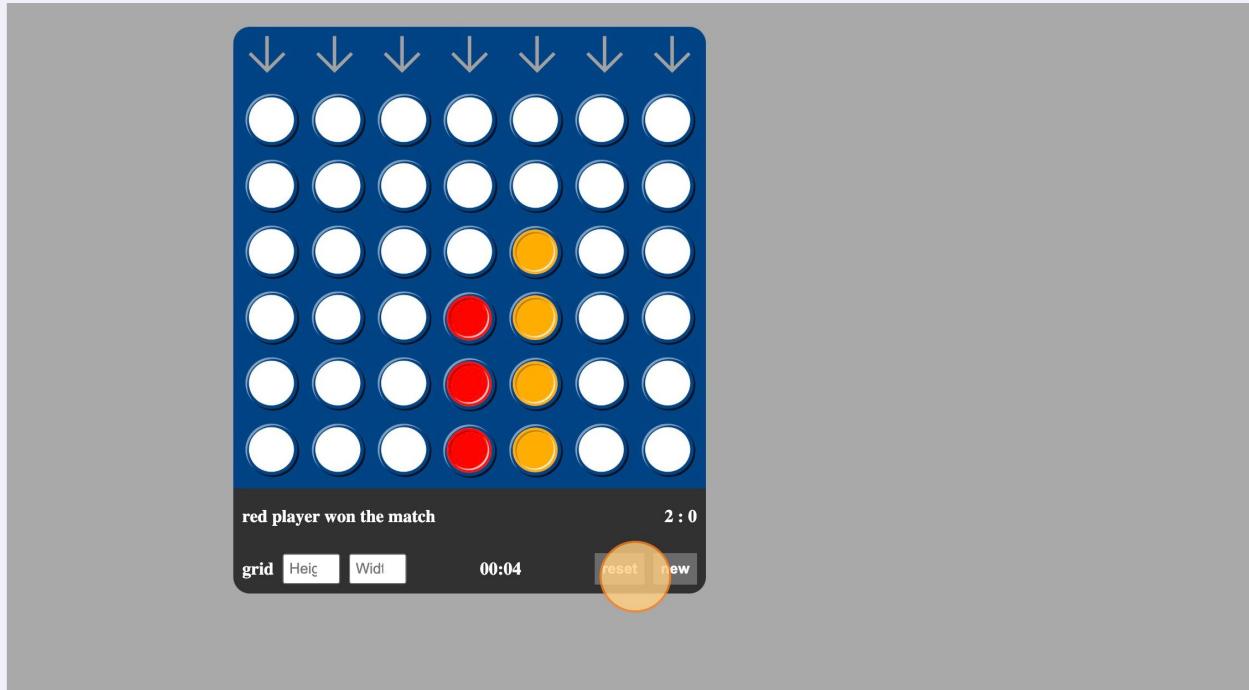


25 On obtient une board de 7x6 par default

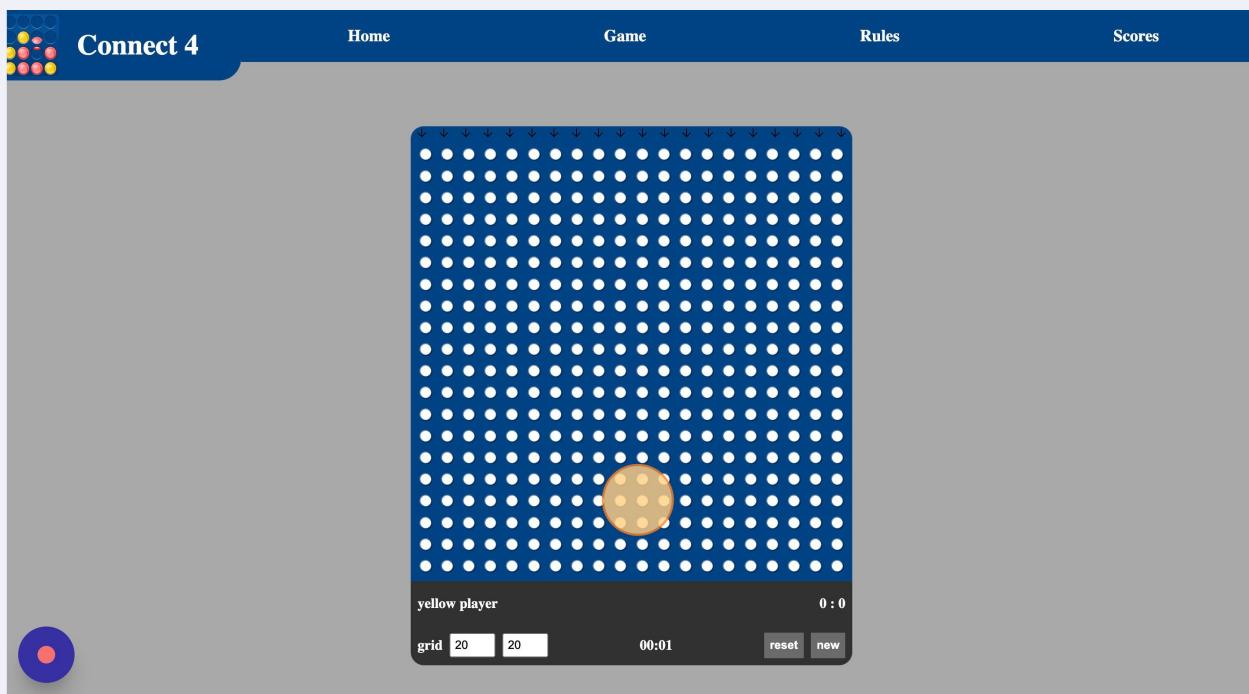


on lance et fini plusieurs parties pour tester les scores.

A noter que quand on clique sur le bouton reset le score reviens a 0:0

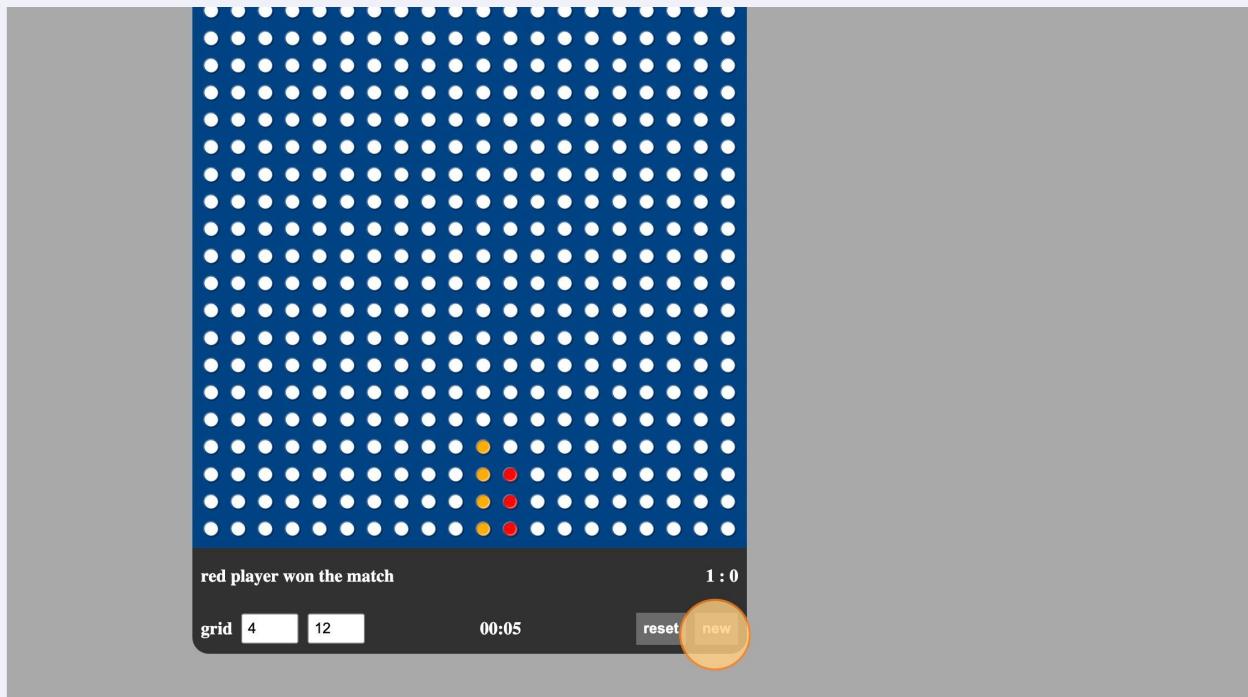


27 exemple d'une grille en 20x20



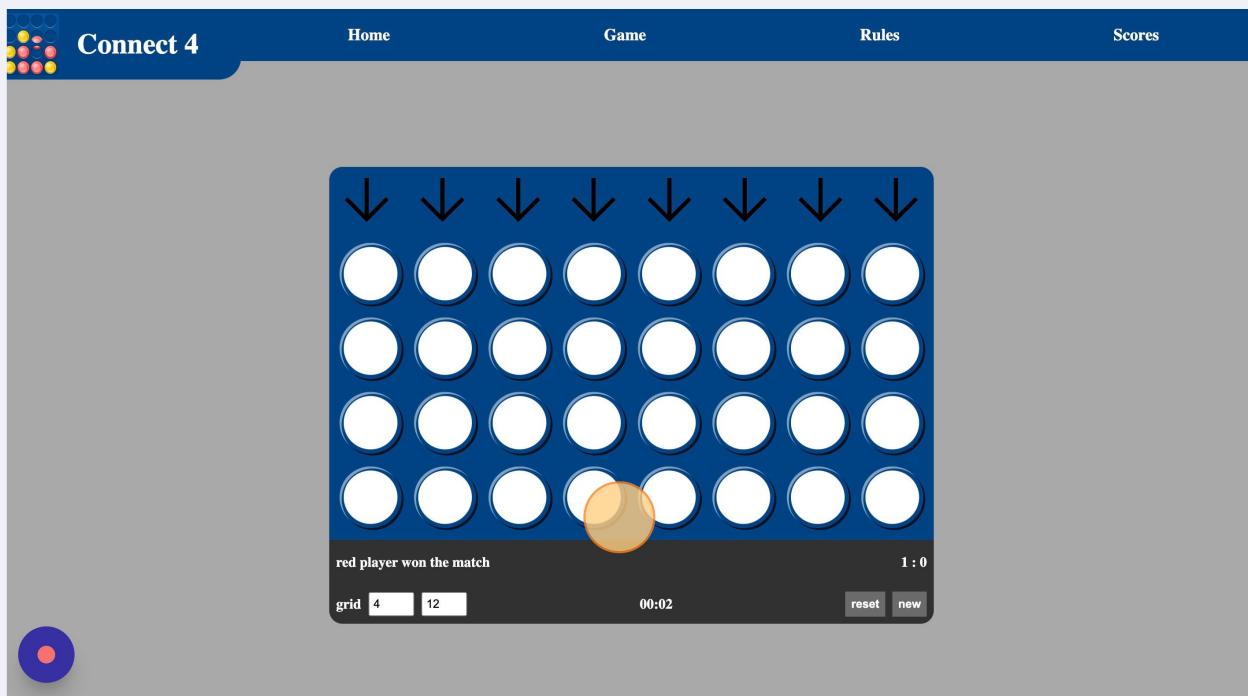
28

Si la grille possède une largeur 2 fois plus grande que sa hauteur et qu'on la crée
(Ici $2 \times 4 = 8$ et $8 < 12$)



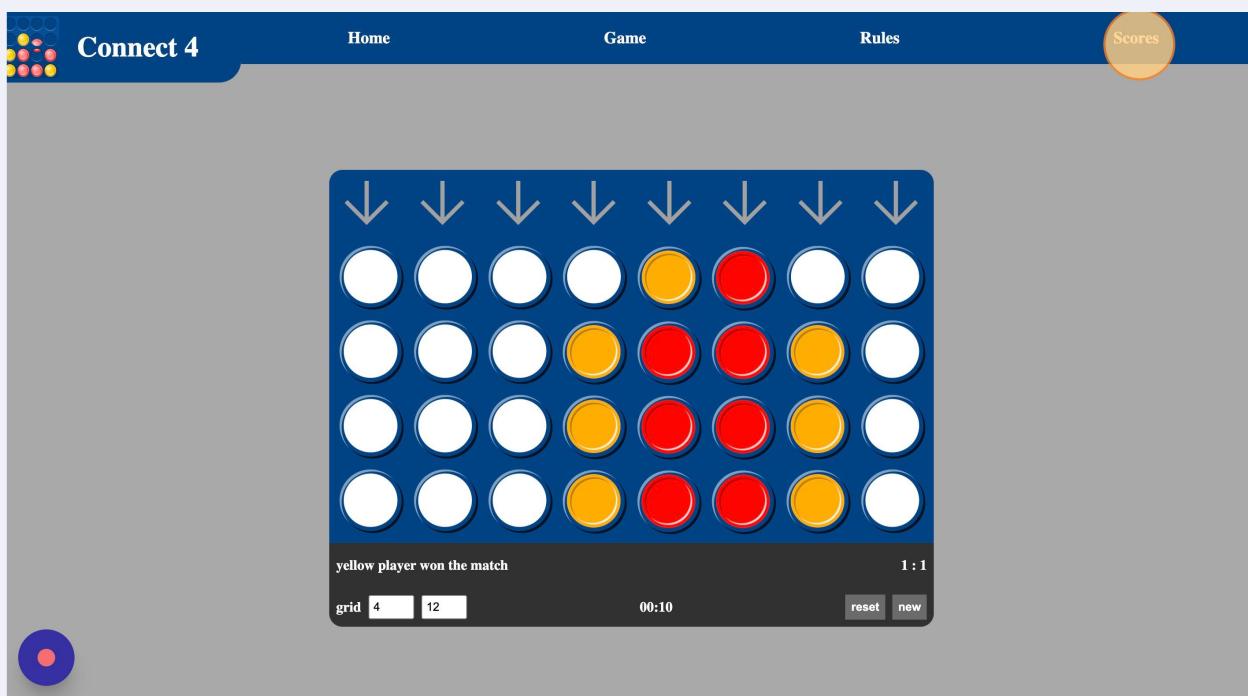
29

on ne le voit pas ici mais une alerte est envoyée nous disant "La largeur que vous avez rentré est supérieure à 2 fois la hauteur, cette valeur est invalide, nous avons réduit la grille pour vous."
La grille est raccourcie (ici la grille passe de 4x12 à 4x8)



30

On va sur la page score (à noter que le score actuel de la partie est 1:1 avec rouge qui viens de gagner la partie)



31

on voit sur cette page l'historique des parties cette session, affichées de haut en bas avec la couleur du gagnant, on remarque également le score de la dernière partie que nous venons de jouer et le gagnant rouge

The screenshot shows a web-based Connect 4 application interface. At the top, there is a navigation bar with four items: "Home", "Game", "Rules", and "Scores". To the left of the "Home" item is a small graphic of a 6x6 grid with colored dots. Below the navigation bar, the main content area is titled "Score history this session:". Underneath this title, there are two sets of scores separated by horizontal dashed lines. The first set shows "Game 1 | 1 : 0" and "Game 2 | 2 : 0". The second set shows "Game 3 | 1 : 0" and "Game 4 | 1 : 1". The number "1" in "Game 4 | 1 : 1" is highlighted with a yellow circle. In the bottom-left corner of the main content area, there is a small blue circular icon with a white dot.