Capstone Project outline

Milestone 1 Goal:

* Create a static route using python flask that serves up a webpage supposedly
* Have the web page showing a connect 4 board from the localhost
* Demonstrate the working features of the connect 4 game when clicking on the rows and the columns
* Show how you can win connect 4 by getting 4 in a row 3 different ways
* Walk into the code outline for how connect 4 was setup using specific technologies for the setting up the connect 4 game, and how one route in python flask would link to the connect 4 page specifically

This was already completed for goal 1

Milestone 2 Goal:

* Potentially create working rooms for 2 players to join, using python flask and socket.io, where if a player asked to create a room it will redirect them to another page showing the room code, asking if there is any waiting player in the rooms. If there isn’t there should be an option where a player can click on the join button to enter an existing game if they choose to do so.
* Have the lobby for the webserver connect to the connect 4 game, when two players have joined an existing room for the game, using flask url redirects, possibly.
* Use html/css to possibly design the webpage so it looks a bit prettier on the server side of things.
* Check if everything is up and running at the end.

Milestone 3 Goal:

* Store player names into a database for those who join a lobby for the connect 4 game
* If a player decides to leave the game, have the webpage displaying a message saying “player 1 or 2 has left the game”. Using socket.io potentially
* Create a popup asking if you want to leave game and if you do, then the server will get a message saying that this specific player has left the game.