Connect 4 Project Plan

Submitted to**: Mr. Fulk**

Project Manager**:**

Date: April 26, 2020

Project Overview {What is the purpose and nature of the project.}

Create a connect-4 game. Win by creating a 4-in-a-row. Provide 2 modes: 2-player or single player. Provide a gui interface.

Input will be by inputting a column number in a designated space, and a coin will fall from the top to the bottom. Colors will be split between red and yellow. The gameboard will be blue.

Project Team {Describe the team members and the roles and responsibilities they will have.}

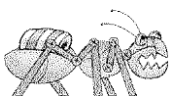Vivek: Designer, Planner, Programmer. Mihir: Designer, Planner, Programmer

Responsibilities include creating an overall design, creating a solution to check for 4-in-a-rows, creating a computer algorithm that can successfully play connect 4 defensively. Programming offense is a bonus,

Other responsibilities include preparing documents before they are due, changing plans or design as needed, meeting consistently to have progress checks and discuss future planning and events.

Challenges {What do you foresee as potential problems that may affect your project?}

Possible challenges are making the GUI functional, making both game modes work (p vs comp) and (p vs p), getting all the documents done on time and presenting the project well.

Major Tasks and Schedule {Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

Task	When	Responsible
Create general layout for the project structure (interfaces, GUI, main, player classes, strategy classes)	Between week 1, week2	Both
Write code for all classes	Week 2, Week 3	""
Debug project	Week 4	""
Completing weekly status reports	before each monday	""
Complete Preliminary Specification	before monday week 2	""
Presentations, reflections, end of all the hard stuff, etc	At the end	""