

## Workshop: Console Connect Four

In this workshop, we are going to create a simple two-player “Connect four” game. Here is how the game is going to look in the end:

Player 1, please choose a column

1

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 1, 0, 0, 0, 0, 0, 0 ]
```

Player 2, please choose a column

2

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 1, 2, 0, 0, 0, 0, 0 ]
```

Player 1, please choose a column

2

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 1, 0, 0, 0, 0, 0 ]
[ 1, 2, 0, 0, 0, 0, 0 ]
```

Player 2, please choose a column

3

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 1, 0, 0, 0, 0, 0 ]
[ 1, 2, 2, 0, 0, 0, 0 ]
```

Player 1, please choose a column

3

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 1, 1, 0, 0, 0, 0 ]
[ 1, 2, 2, 0, 0, 0, 0 ]
```

Player 2, please choose a column

4

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 1, 1, 0, 0, 0, 0 ]
[ 1, 2, 2, 2, 0, 0, 0 ]
```

Player 1, please choose a column

1

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 1, 1, 1, 0, 0, 0, 0 ]
[ 1, 2, 2, 2, 0, 0, 0 ]
```

Player 2, please choose a column

5

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 1, 1, 1, 0, 0, 0, 0 ]
[ 1, 2, 2, 2, 2, 0, 0 ]
```

The winner is player 2

Process finished with exit code 0

## The Main Logic

- A player wins when he/she connects four slots.
- The winning connected slots must be consecutive
- A connection can be
  - Horizontal
  - Vertical
  - Diagonal

## BONUS

- Try writing validation logic for:
  - More than one player
  - Reset logic
- Try adding error messages for invalid column