Initial Project Design(subject to change)

2 files:

GameMGR class

ConnectFour class

-implements java swing GUI

-has a GameMGR object

Tasks:

Implement Start Screen and initial game state screen in ConnectFour class. Add buttons and graphics as needed

Redesign code into GameMGR class

We need functions that get and set values

Need function to determine if game reaches an end(tie or

Implement GameMGR functions into button functions

EX: hitting the button to make a move needs to tell the GameMGR that a move was made, where the move was made, then check if the game has reached an end state. If so display the winner, if not change turns.