We were required to build a Connect Four game using Windows Forms with multiple forms for gameplay and navigation. The application must include a welcome screen that allows the user to choose between single-player, two-player, viewing statistics, or exiting the program. The single-player mode includes a rules-based AI that can detect winning moves, block the player from winning, and follow a basic strategy. Two-player mode allows local play between two users. The statistics form will show persistent data saved to a text file, displaying player wins, AI wins, ties, total games, and win percentages. A winner screen will appear when the game ends, showing the outcome, current stats, and giving options to play again, review the game, or exit.

The multiple problem was with GitHub didn’t save my stuff after I did it. (Human error most likely). Also, I had to redo check win function because it didn’t account for all counts of winning. (wouldn’t detect the middle as the winner.)A screenshot of a computer

AI-generated content may be incorrect.