

## Group 6 (Jasper and Erik)

### Board

#### Size

6 rows by 7 column

Char 2D array

Char[7][6] ([Column][Row])

#### Pieces

Represented by chars

Player chooses their Char in the opening of the game

Prompt move and says letter: (Example "Player R's move:")

Each player would input a character

#### Gravity

Input column

Move down the column until space under it is occupied by a board piece

#### Winning Condition

Check for 4 in a row (horizontal, vertical, diagonal)

#### Invalid Moves

Check if over the column or row boundary

### Players

#### Human

Player inputs column # to place piece

#### Computer

##### Dumb

Random moves

##### Smart

Block if the opponent is about to win

Check board for longest unblocked connection (straight and diagonal)

### Modes

Player v Player

Player v Comp