**Connect 4 User Requirements**

My goal is to create a Connect 4 java game. The game should function like regular connect 4. When counters are placed into a column the counters should search to see if there is a free space at the top level of the column. If there is no other users counter, then the played counter will keep checking the next counter below it unless it reaches the last empty space or if it reaches another counter. If it reaches the last empty space on the bottom of the column then the users counter will be placed there. If the users counter reaches a space where there is another counter, then the users counter will be placed one space above this. If the column is full and the first counter checked in the column belongs to a player then an appropriate message will be displayed indicating that the column is full.

This game will also validate if a player has won by checking all directions around the players counter ounce a player’s counter is placed. If 3 other counters belonging to that player are in line with the player placed counter, then that player won, and an appropriate message and victory sound will play.

I plan for my program to keep track of the turn as well as player wins, and amount of games played. This will then be saved on a text file which will then be loaded at the start of the programs next run and display the previous saved scores.

**Summary:**

* Connect4.Java will allow players to create new games
* Connect4.Java will decided which colour will go first
* Connect4.Java will keep track of who’s turn it is
* Connect4.Java will allow players to place counters
* Connect4.Java will keep track of turns played
* Connect4.Java will calculate if players have won
* Connect4.Java will keep track of wins and games played
* Connect4.Java will Save wins and games played externally
* Connect4.Java will play sounds in appropriate places