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User Guide for Game

**Overview**

Multiplication 4-in-a-Row is a two-player game where the human player competes against the computer.

The goal is to be the first to place four of your marks in a row, column, or diagonal on a 6x6 board.

The board contains multiplication results based on number selections from two sliders: an upper and a lower slider.

Each player takes turns selecting numbers to multiply and marking the resulting product on the board.

**Here is my Video Link Showing a Trial in Mars: https://youtu.be/Ag6sUdUOEc8**

**Game Setup**

* A 6x6 board is displayed with numbers.
* Two sliders are available:
  + **Upper Slider** (initially empty)
  + **Lower Slider** (randomly initialized between 1 and 9)

The player moves first, followed by the computer.

**How to Play**

1. **View the Sliders**:
   * A row of numbers 1 2 3 4 5 6 7 8 9 is shown.
   * A | symbol points at the currently selected numbers.
2. **Choose a Slider**:
   * Enter 0 to select the **upper slider**.
   * Enter 1 to select the **lower slider**.
   * If the upper slider is empty at the start, it defaults to choosing from the lower slider.
3. **Choose a Number**:
   * Enter a number between 1 and 9 to multiply with the selected slider number.
4. **Mark the Product**:
   * If the product exists on the board and is unmarked, it will be marked with X (for player) or 0 (for computer).
   * If the move is invalid (already marked or non-existent), you are prompted to choose again.
5. **Computer’s Turn**:
   * The computer will select its move automatically.
   * If a winning move is available, the computer will prioritize it.
6. **Winning the Game**:
   * A player wins by getting four of their marks (X or O) in a straight line — horizontally, vertically, or diagonally.
7. **Tie Condition**:
   * If there are no valid moves left and no winner, the game ends in a tie.

**Game Symbols**

* X: Player’s mark
* O: Computer’s mark
* |: Indicator showing the number selected on a slider

**Ending the Game**

* When a player wins, a message is displayed:
  + "You win!" if the player wins
  + "Computer wins!" if the computer wins
* If no moves remain, "It's a tie!" is displayed.