Game
+ playerAtPlay = 1, scores = [], rows = 0, columns = 0, streak = 4, ajaxrequest = false: var
+ getClassnameOfIndexedColumn(thisObj) + insertToken(column) + insertTokenByAI + nextGame() + endGame() + showWinner() + showMenu() + resetScores() + initializeRaster() + callback(data) + processInsertedToken(response) + checkIfGameIsWon(response) + ajaxCall(callback) + createTable(rows, columns) + setNames(player1, player2) + show() + hide()

Menu
+ numeric, minimum = 4, minStreak = 4, defRows = 6, defColumns = 7, faultCheck, minCheck, string: var
+ showForm(multiplayer) + menu.show + processFormInputs() + $('#form').submit