PA 5

Connect Four

PA 5 – Connect Four

```
int board[ROWS][COLUMNS]
```

board[0][COLUMNS-1]

board[0][0]

board[ROWS-1][0]

board[ROWS-1][COLUMNS-1]
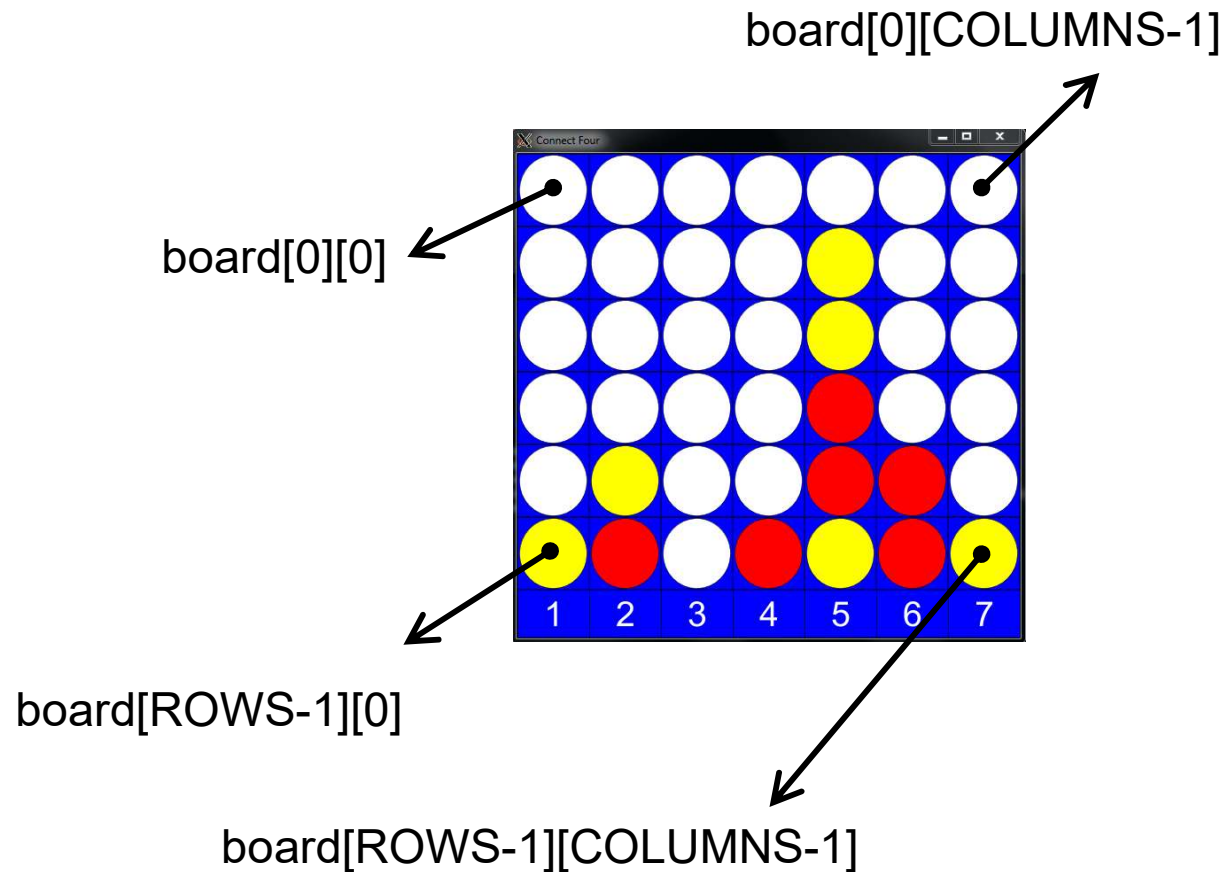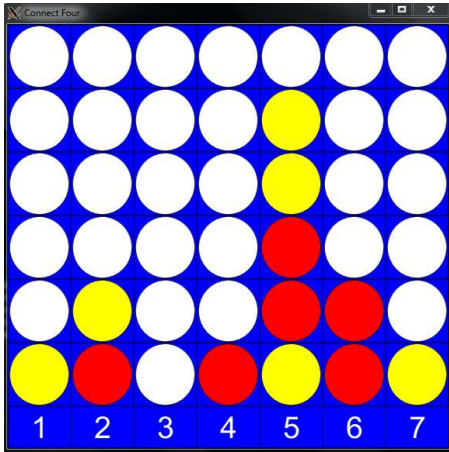
connect4_functions.c

```c
int valid_move(int board[][COLUMNS], int move)

int add_move_board(int board[][COLUMNS], int move, int player)

int computer_move(int board[][COLUMNS], int player, int mode)

int check_winning(int board[][COLUMNS], int last_move)
```
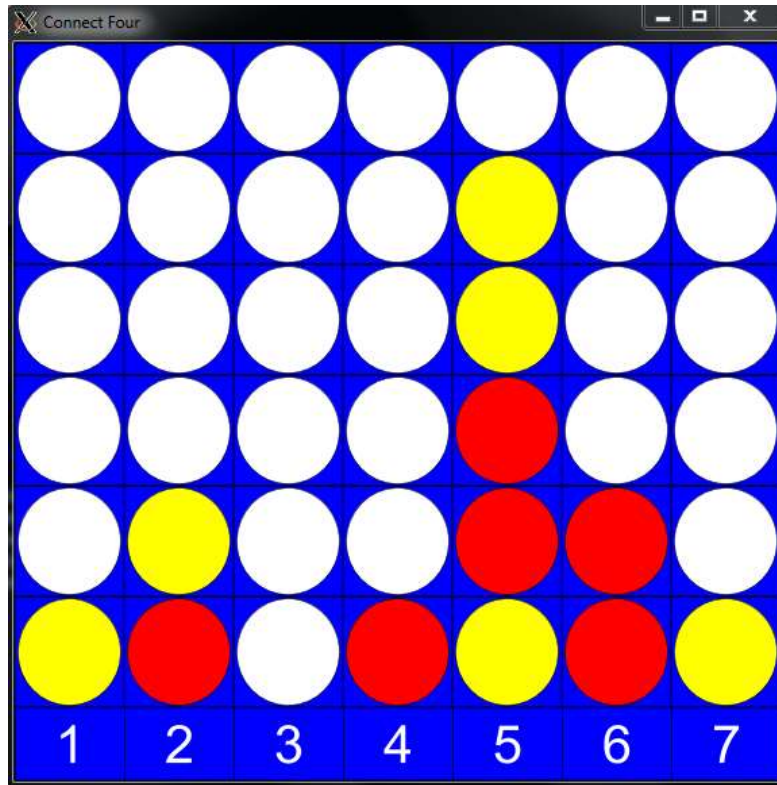
connect4.c

```c
int main() {
    ...
}
```

move: 0   1   2   3   4   5   6

```
int player_move(int board[][COLUMNS])
```

PA 5 – Connect Four

- Part 1 (100 points)
  - Four functions in connect4_functions.c
  - You should try to build the complete game
- Part 2 (extra credit)
  - Game AI
    - Pretournament: 5 points
    - Tournament: 20 points

- Things to keep in mind for your code
  - Do not change "connect4.h" (so do not add new helper functions there)
  - Debug your functions one by one!!!!

DISCUSSION

SUN	MON	TUE	WED	THU	FRI	SAT
					22 PA4 due	23 PA5 released
24	25 **Midterm 2**	26	27	28 **Holiday**	29 **Holiday**	30
1	2	3 PA4-R due PA5 due	4	5	6 PA5-R due	7
8	9	10	11 **Final**	12	13	14