First turn

* If AI goes first, it places the piece in the middle column
* If AI goes second, it places a piece in the middle of where there are more than three empty spaces on the bottom row (if even number then choose the one which is the furthest of the middle two)

Blocking Player

* If player has three in a row block player, by placing piece in next spot required which is empty
* If player has three in a row with a gap between, block it
* If player has three in a row (diagonal) with a gap in between check below the spot of where the piece is required to complete the connect 4. If spot is empty, do not put a piece there. If spot is filled, place a piece in that column to block

Attacking

* If there is no visible way for player to win, attack
* Place pieces in spots where it is possible to get a connect 4 (consider the empty spots and where ai pieces are)