# Connect Four Assignmenthttps://upload.wikimedia.org/wikipedia/commons/thumb/2/2a/Connect_Four.jpg/220px-Connect_Four.jpg

**Connect Four** is a two-player [connection game](https://en.wikipedia.org/wiki/Connection_game) in which the players first choose a color and then take turns dropping colored discs from the top into a seven-column, six-row vertically suspended grid. The pieces fall straight down, occupying the next available space within the column. The objective of the game is to connect four of one's own discs of the same color next to each other vertically, horizontally, or diagonally before your opponent.

With a partner your job is to create a GUI based application that allows player vs. player and computer vs. player options at the minimum.

There will be a tournament component where the AI (Artificial Intelligence) of your program will be tested against the AI of the programs of other teams in the class.

## The Project Management Process

You must follow the project management process throughout the implementation of this assignment.

1. **Initiation Phase:** During this phase you must create a Project Charter Document. In your Project Charter you must include a description of the project, scope of the project, requirements, a high level timeline and task list and a list of deliverables. **January 10, 2018**
2. **Planning Phase:** During the planning phase of the project you must include a detailed plan and work breakdown structure and schedule in the form of a Gantt chart. Your plan should include details on risk management, detailed scope, algorithm, and finalized list of deliverables. Include steps that will be followed for Change Management. **January 12, 2018**
3. **Execution Phase:** Development of an application and execution of the plan to produce deliverables. **January 18, 2018**
4. **Monitoring and Controlling Phase:** Provide evidence of regular status meetings/checkpoints to ensure that the tasks are on track and any changes made are tracked through a Change Management process. (throughout Dec. 21, 2017 – January 18, 2018)
5. **Closing:** Each student is to meet and discuss their experiences on the project and create a one page reflection paper on their lessons learnt. This is an individual component, so there should be one submission per student.

**Please see rubrics for the:**

1. Project Management Process
2. Program Requirements