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Connect 4 final project

The Problem:

Make a 2 player connect 4 game

Possible Solution:

Probably going to need 2 classes at least. 1 for the game object and the other for the game Board. The game Object is going to be really simply as it sets its positions and little else. The game object on the other side will probably be the biggest file. Will have a drop function that takes the vector, and adds one to it. Will also have a couple of functions to check for 4 in a row. Outside of that I pretty much have it. I think I will also add in a function that prints the game board to a .txt file.