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Cs-172 final programming project requirements specification

Problem:

Make a 2 player connect 4 game, takes one of user’s input, and checks whether there is a 4 in a row somewhere. If there is then that player wins.

Requirements:

The program has to be able to take 2 users input, drop a game/number, and then check to see if there is a 4 in a row, horizontally, vertically and diagonally. If there is a 4 in a row, then it will tell who has won. The inputs that are required are that name, and where to place the number. The outputs that are required is the output of the connect 4 board.

Assumptions:

-The functions that check for 4 in a row will be easy to create.

Uml diagrams:

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| GameBoard.h |
| +vector<vector<int>> |
| + int getPlace(itn x, int y)  + gameBoard()  + bool chek4InRow(int n)  + bool check4InColum(int n)  + bool check4InDiagonal(int n)  + void printBoard() |