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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.

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() |