

Exam 1

Problem Statement:

You will be making a game of Connect 3. You will have a grid of 4 X 4 and select to allow the user to place their circular game piece on the board. The user will choose the column that they will be in, and the piece will go to the lowest row it can. For example, in the image below, the purple player chose the first column and it went to the bottom row. Then the yellow player chose the first column and the piece went to the next to last row. There should be 2 different color pieces, either green and darkGray or blue and red, and the game should know when one of the two players has gotten three in a row. The game grid should be lightGray. As always proper programming practices apply.

HINT: Treat each circle individually, if they are tagged with a specific identifier, it will be much easier to determine when three are in a row.

HINT 2: There are 24 different winning combinations.

