

CPSC 2150 Project 3 Report

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Requirements Analysis

Functional Requirements:

1. As a player, I need the game to let me know if I picked a nonexistent or full column and allow me to try again.
2. As a player, I need the tokens to drop to the most bottom available row after they select their column to imitate how gravity affects the game in the real world.
3. As a player, I need to alternate turns on the board between the players because the point of the game is to alternate turns and see who can win.
4. As a player, I need each slot to have its own "space" so that tokens can interact with each other
5. As a player, I need blank characters to represent each empty slot in the board so the space can be recognized as unoccupied.
6. As a player, I need a function that runs after every turn to see if a winner can be declared due to however many vertical tokens in a row I chose
7. As a player, I need a function that runs after every turn to see if a winner can be declared due to however many horizontal tokens in a row I chose
8. As a player, I need a function that runs after every turn to see if a winner can be declared due to however many diagonal tokens in a row I chose
9. As a player, I need each column to be checked so I can't place a token in a full column.
10. As a player, I need a message that the game is a draw if the board completely fills up and there are no more available spaces.
11. As a player, I need the columns labeled so that I know which column is which while I am playing the game.
12. As a player, I need a way to input or select the column I want to put the marker/token on the board.
13. As a player, I need an option after the game ends to play again, so I do not need to reset the program every time I want to play again.
14. As a player, I need a tracker of who won the game after each round
15. As a player, I should be able to clearly see the board so i can track the pace/location of game pieces within the game.
16. As a player, it needs to be a simple board, so the game is accessible to all ages.

17. As a player, I need to know when the column is full, in case I accidentally try to place a marker in a full column.
18. As a player, I need the game to say who won before a new round starts so we can confirm the score.
19. As a player i need to be able to choose how many rows on the board so i can play
20. As a player i need to be able to choose how many columns on the board so i can play
21. As a player i need to be able to choose how many tokens in a row on the board win so i can play
22. As a player i need to be able to choose how many people are playing so that I can include everyone.

Non-Functional Requirements

1. There needs to be a board that is resizable from 100 x 100 to 3 x 3 using lines to give the player a visual of the game board.
2. The numToWin must be resizable from 3 to 25
3. The game must always begin with player 1 going first.
4. There should be messages that pop up indicating which player's turn it is or if they need to redo their turn for playing an illegal move to help guide the game more directly.
5. The code must be in java.
6. The program must run on unix.
7. The boards bottom left corner should always begin at 0,0 to not create problems and keep uniformity.

System Design

