

Task Session (5)

Connect Four - Token Customization and Gameplay Basics

Objective: Develop a Connect Four game by incorporating advanced game mechanics like token color selection, win detection

Instructions:

1. Color Selection for Tokens:

- Add options for players to choose their token colors at the start of the game (e.g., using a dropdown or color picker).
- Ensure that the selected colors are applied to the game board and visible during gameplay.

2. Grid Design:

- Create a grid layout that simulates the Connect Four game board.
- Use buttons or canvas cells to represent each slot in the grid.

3. Implementing Basic Gameplay:

- Program the game to handle turn-based actions between Player 1 and Player 2.
- Ensure that tokens drop to the lowest available slot in the selected column.