CSE2-69

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2.1

-pointer to columns based on where your mouse is

-click on column causes a thing to fall down

       -plays a sound

       -changes game state (tells you its opponents move)

-go back to splash screen button

-after a thing falls down

       -check whether win and if win/lose

              -play sound

              -say who won


2.2

the game state

       -boolean whether its your turn

the game board

       -each parts of game board just as <img> on screen

the game items

       -we dont have any

3.3

Client - > Server

1. Player entered game
2. Player X played a move
3. Game aborted
4. Game won/lost

Server -> Client

1. Information about connected other player 1 to player 2 OR
2. Information about player 2 once player 2 enters game
3. Move of player X to player Y