Analysis Document

As of the first iteration, our team has implemented the title screen, setting screen, help screen, and game screen that were promised in the SRS. The setting screen implements our requirements for the end user to be able to quickly and easily be able to manipulate game settings including player count, board scale, special pieces, and player colors. The help screen implements multiple pages of instructions with pictures on how Connect X works and how to navigate the software. The first iteration also fully implements the game screen and game board. The game screen provides interactions for players to place pieces in selected columns and also displays a player list and a quit button.

As of the first iteration, the project still cannot be resized properly. The project does not include a help page for the setting screen, and may include undiscovered bugs in game logic. The first iteration also does not include an internal framework to support more custom pieces. Also missing is the ability to set custom player names on the setting screen.