**Haskell: Connect 4**

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**How to run:**

* Extract the Final.hs file and move into a directory of your choosing
* Run the file by typing “runhaskell Final.hs” into the terminal while in the directory of your choosing and the game will start momentarily

**How to play:**

* The game is a 1v1 style game where one player has to get 4 tiles of their color in a row before the other player can
* When the game loads up it will be player “Y”’s turn (Y for yellow)
* Players must type a number (0-6) and then hit enter
  + This number represents what column the player wishes to drop their chip into
  + Players should only drop their chip into columns (0-6) and no other number
    - Avoid entering alphabetic characters as it will cause the game to crash!
    - Avoid dropping the chip into a column that is already full, the game will notify you of the illegal move and make you try again
* After one player drops the chip, the game board will update showing the play and ask the other player to go where they will repeat this process
* In order to win a player must have a 4 in a row of their colored tiles.
  + This 4 in a row can be either vertical, horizontal, or diagonal. Just so long as it is in a straight line
  + A draw is possible when no other moves can be made and there is no winner. At that point the game will notify you and exit
* Have fun!

**More information and clarify can be found here:**

<http://www.ludoteka.com/connect-4.html>