**Connect Four! - Test Driven Development**

***Methods to test (subject to changes)***

|  |  |  |
| --- | --- | --- |
| **Method** | **Type** | **Description** |
| #save\_move | Command | Stores the current move if #valid\_move? is true |
| #update\_grid | Command | Re-draws the grid if #valid\_move is true |
| #check\_horizontal | Query | Returns true if the cell to the left or right is the same color |
| #check\_vertical | Query | Returns true if the cell above or below is the same color |
| #check\_diagonal | Query | Returns true if one or more of the cells:   * [r + 1][c + 1] * [r + 1][c - 1] * [r - 1][c - 1] * [r - 1][c + 1]   are the same color as the current move. |
| #valid\_move? | Query | Returns true if the selected column has available spaces  and the input is between 1 and 7 |
| #game\_over? | Query | Uses the 3 #check\_\* methods. Returns true if 4 adjacent spaces are of the same color |
| #game | Looping Script | Keeps calling methods until #game\_over? is true |
| #make\_move | Outgoing Command | Sends message to #save\_move and #update\_grid if #valid\_move? is true. |
| #input\_move | Command  (#gets method) | Takes user input (Integer)  (No testing needed) |

***Testing order***

1. ~~#make\_move~~
2. ~~#valid\_move?~~
3. ~~#save\_move~~
4. ~~#update\_grid~~
5. #check\_horizontal
6. #check\_vertical
7. #check\_diagonal
8. #game\_over?
9. #game