Task 1: Play Connect Four  
This Milestone is the design phase of your project. However your first order of business is to actually play some Connect Four. You can pick up the physical game from many online and brick and mortar retailers and play with your fellow CS111 classmates, roommates, friends, family, etc. You’ll want to get a sense of the rules and strategies that make a good Connect Four player. Alternatively, you may visit one of the many websites that offer Connect Four as an online game. <http://www.pogo.com/games/connect4>

Cases are:-

1. Win
2. Loose
3. Draw

Task 2: List information needed to play (submitted on sakai)  
After playing a good number of rounds of Connect Four, take a survey of the most basic information that one might need in order to program a game. Put this into a file called **design.txt**. Consider and note any error conditions that might occur from incorrect values of the inputs you’ve listed.

***Basic Information Needed: -***

What all you need to play:

1. Need a player to play against or A.I. like computer itself
2. A draw-board maybe with predefined pattern like 6X7 or something using Arrays maybe.
3. Basic error condition could occur if row is filled or user tries to enter values when not in turn
4. Different colored chips for both users
5. Players name and color