Task 3: Design a basic game loop for playing Connect Four (submitted on sakai)  
Create a flowchart and/or pseudocode outlining the basic game loop. In other words, show the components of game play between two players and the correct ordering of operations. You need to be able to determine exit conditions, input parameters, etc. (Think back to the beginning of the semester when we were working with flowcharts, and what was necessary to be included). At this point, you should also consider how to organize parts of your flowchart into function units (think subroutines). The operations you may use in the flowchart are: storing values in variables, output (print), input, mathematical operations (+/\*-), looping, conditionals/decisions, comparators, String operations. Visit piazza.com if you have questions about any other operations. Please label this document **gameLoop**(.txt,.docx, .pdf, ...etc)

***Start***

1. Let player(s) choose a color options.
   1. Player p**1** = new Player(). Assign p1 the color Red
   2. Player p**2** = new Player(). Assign p2 the color White
2. Create booleans to check a winner
   1. boolean **p1Wins**
   2. boolean **p2Wins**
   3. boolean **draw**
   4. boolean **pA**
   5. boolean **fourWhite**
   6. boolean **fourRed**
3. Next, you can create a 2D array to create the Connect four board with xy number of rows and columns.
4. Out of space? restart game.
5. Start with player one and let it start from wherever he/she wants
6. Continue the same process for Player2 until 4 spots get filled in horizontal or vertically or diagonally in sequence manner.
7. If chips are of Red then p1 wins.
8. If chips are of White then p2 wins.
9. Else game is played again.
10. With boolean pA, if pA is true play game again if not End.