4.1

We will implement connect 4.

4.2

Example 1:
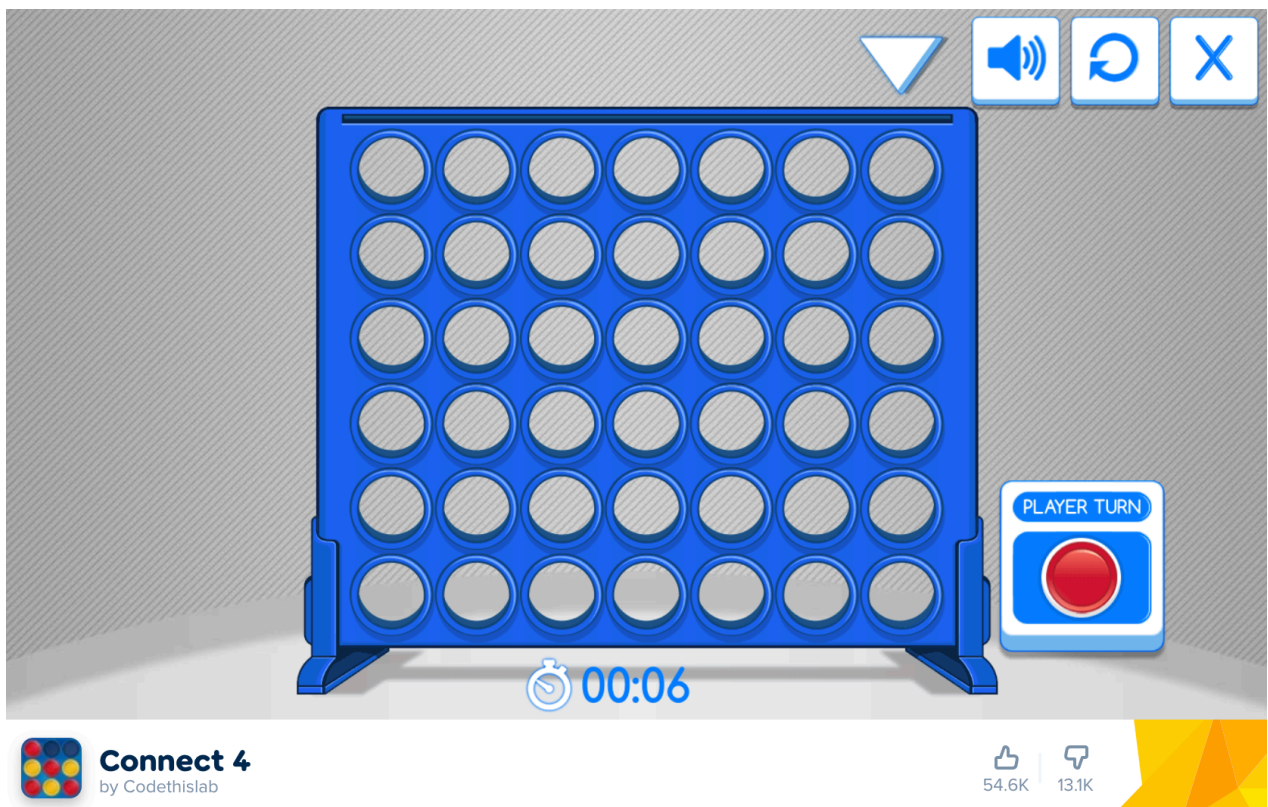
https://poki.com/en/g/connect-4

Design Aspects:

1. **Don't make me think**: positively
2. **Minimize noise and clutter** : negatively
3. **If you cannot make it self-evident, make it self-explanatory**:positively
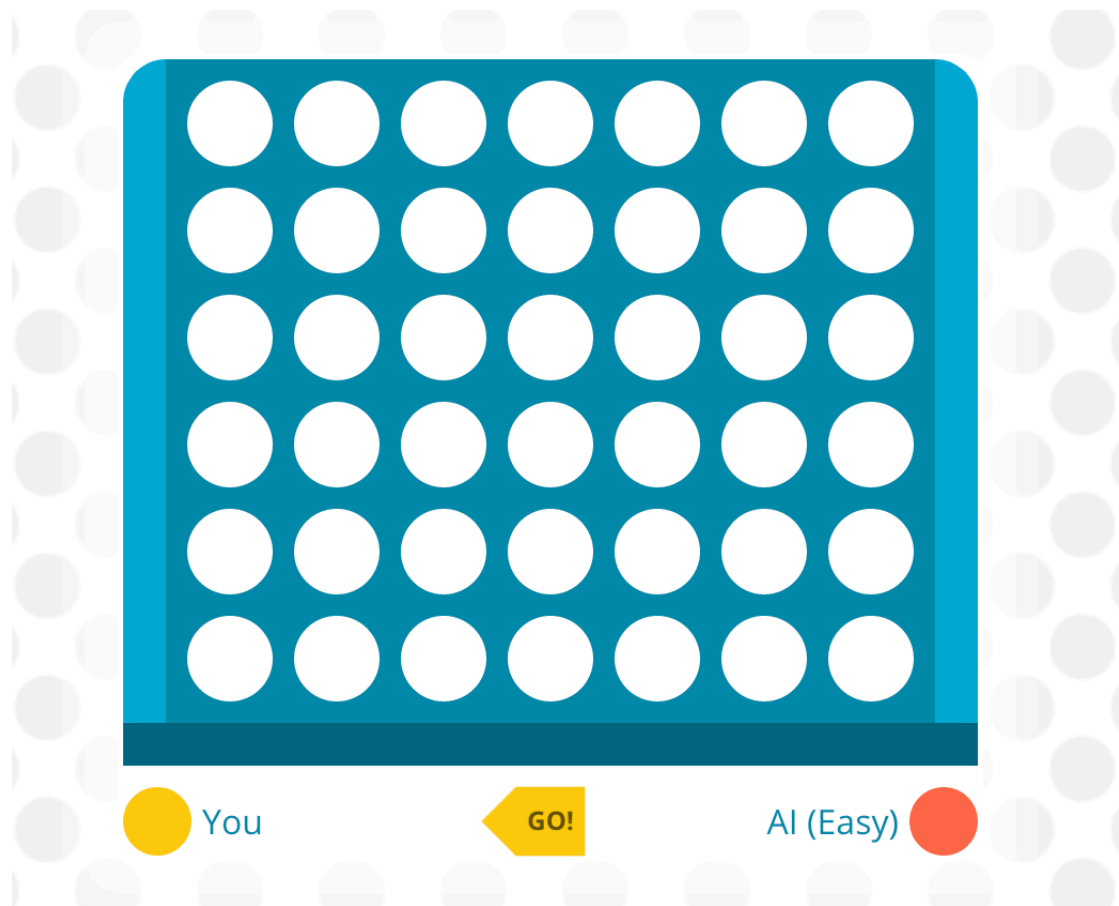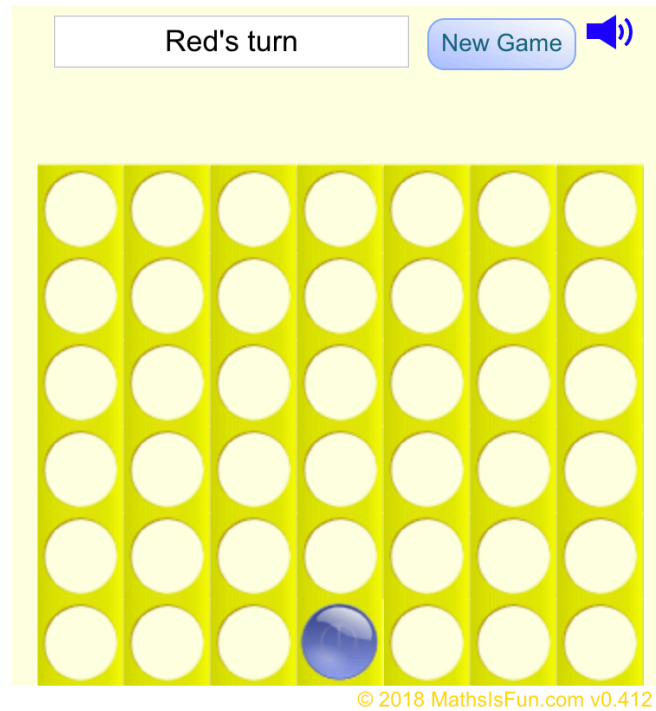
Example 2:

https://c4arena.com/

Design Aspects:

1. **Don't make me think**: positively
2. **Minimize noise and clutter** : positively
3. **If you cannot make it self-evident, make it self-explanatory**:positively

Example 3:

https://www.mathsisfun.com/games/connect4.html

Design Aspects:

1. **Don't make me think**: positively
2. **Minimize noise and clutter** : negatively
3. **If you cannot make it self-evident, make it self-explanatory**:positively

4.3

Positive features:

1. The animations of example 2 are very delicate.
2. The information conveyed about the game to the players of example 1 is very rich, including the passed time, the turn of players, whether the sound turns on.
3. Without too much noisy background music, the sound of example 3 is dulcet.

Negative features:

1. The music of example 1 is kind of disturbing and making players disconcentrated.
2. It is hard to adjust some settings(like sound) in example 2.
3. The animations of example 2 is ugly.