**Einführung in die Programmierung**

**ÜBUNGSBLATT 5**

**Vier gewinnt**

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Gruppe: 11

**Plan:**

1. Division of workload

⁃ LiMing works on the end of the game and how to solve the winner recognition

⁃ Melanie works on the start of the game and how to implement a greedy choice or KI

2. Code review

⁃ Meet and present eachothers codes. Edit and improve together.

**Questions to ask:**

1.

**Structure of the program:**

1. Initiating

a. Generate a chess board of 9\*10

b. User input names of 2 players, 2 players are represented by 2 colors – red and yellow

2. Game start

a. Start with player 1(yellow), that drops the yellow disk at the center column of the board

b. The current player:

I. Drop his/her disk at column i of the board

i. Check if column i is valid for dropping a disk:

• 1 <= i <= 10

• The total number of disks in this column <= 9

ii. If true, drop the disk at column i

II. Check if this player has won the game:

i. The pattern on chess board matches one in the question.

ii.

**To do:**

1. Code

⁃ Everytime possibility to stop or restart the game

⁃ Single Player Mode

⁃ No system crash

2. User's guide