**EPR Aufgabenblatt 5**

Bearbeiter/in: Liming Kuang – 6815480, Melanie Wester

Gruppe: 11

Name des Tutors: Felix Lapp

Plan:

Questions to ask:

Structure of the program:

1. Initiating:
   1. Generate a chess board of 9\*10
   2. User input names of 2 players, 2 players are represented by 2 colors – red and yellow
2. Game start:
   1. Start with player 1(yellow), that drops the yellow disk at the center column of the board
   2. The current player:
      1. Drop his/her disk at column i of the board
         1. Check if column i is valid for dropping a disk:
            * 1 <= i <= 10
            * The total number of disks in this column <= 9
         2. If true, drop the disk at column i
      2. Check if this player has won the game:
         1. The pattern on chess board matches one in the question.