I have successfully implemented the code for a scenario where one human player competes against two computer players, as detailed in requirement 2.

Now, I'll share my brief opinions on potential improvements for this project.

- Improved the ability of the computer player by implementing the Minimax strategy, a concept introduced by Claude Shannon in 1949.
- Implemented easy, medium, and hard difficulty levels based on insights from a paper authored by Michele Shock on December 6, 2007, from the University of Michigan – Dearborn.
- http://www-personal.engin.umd.umich.edu/~shaout/connect4.pdf
  I plan to enhance my application by adding a frontend to create a fully playable web-based game. I am considering using either Unity, JavaFX, or some JavaScript libraries. My goal is to develop the game and integrate it into my website as a project.
  https://www.youtube.com/watch?v=XBFXoeuug5A