Project Report

Connect4FX Game

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# Introduction

The game chosen for this JavaFX project was Connect4.

Connect4 is a turn-based board game that is typically comprised of a board that is seven columns long and six rows tall.

This game was chosen as it offered a simple concept of gameplay, the players only need to choose a column where a disc would drop, however, the complexity of the game comes with the different ways a player can win. This level of complexity coupled with the desire to “make more” of this traditional game is what compelled me towards the project.

**Connect4 trivia** that I discovered purely through the designing of this game (quite possibly the creators of the game did not even realise this).

The original colours for Connect4 are Yellow & Red.

When we look at a HEX colour picker, we can see something very interesting:

When we select #ff0 we get the colour **Yellow** & if we were to **Connect4** 0’s (discs) to that hex colour #ff0000 we get **Red**!

Graphical user interface

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# Class Structure

## Class Diagram

Diagram

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## Game Design thoughts

# Game Unit Testing

# Improvements over Traditional game