**Read Me**

Connect 4 – Nithin Anand Gangadharan

[nxa1884@rit.edu](mailto:nxa1884@rit.edu), Phone:585-752-4333

<http://nova.it.rit.edu/~nxa1884/c4>r

**Architecture**

The architecture of the game is same as the checkers game built in class. It follows a MVC Pattern. With presentation separated from service and business layer. I have basically built my code upon the checkers starter files.

**Info on Files:**

Presentation Layer:

* **Login.php** : login page
* **Lobby.php** : chatroom and challenge system
* **Game.php**: SVG game stuff
* **Javascript**
  + **ajaxFunctions.js** : AJAX calls; all the AJAX calls in the application is made from this js
  + **loginFunction.js:** scripts in the login page
  + **lobbyFunctions.js**: scripts from the lobby page
  + **gameFunctions.js**: game logic
  + **Objects\Cell.js :**
  + **Objects\Piece.js**

Service Layer:

* **Login\loginSvc.php:**
* **Lobby\chatSvc.php:** service for lobby chat
* **Lobby\ challengeSvc.php :**service for challenge system
* **Game\ gameSvc.php:** all game service functions

Data/Business Layer:

* **loginBiz.php**
* **lobbyBiz.php**
* **gameBiz.php**
* **utils.php :** common functions that do not require Database calls; Token generation and token validation function functions