

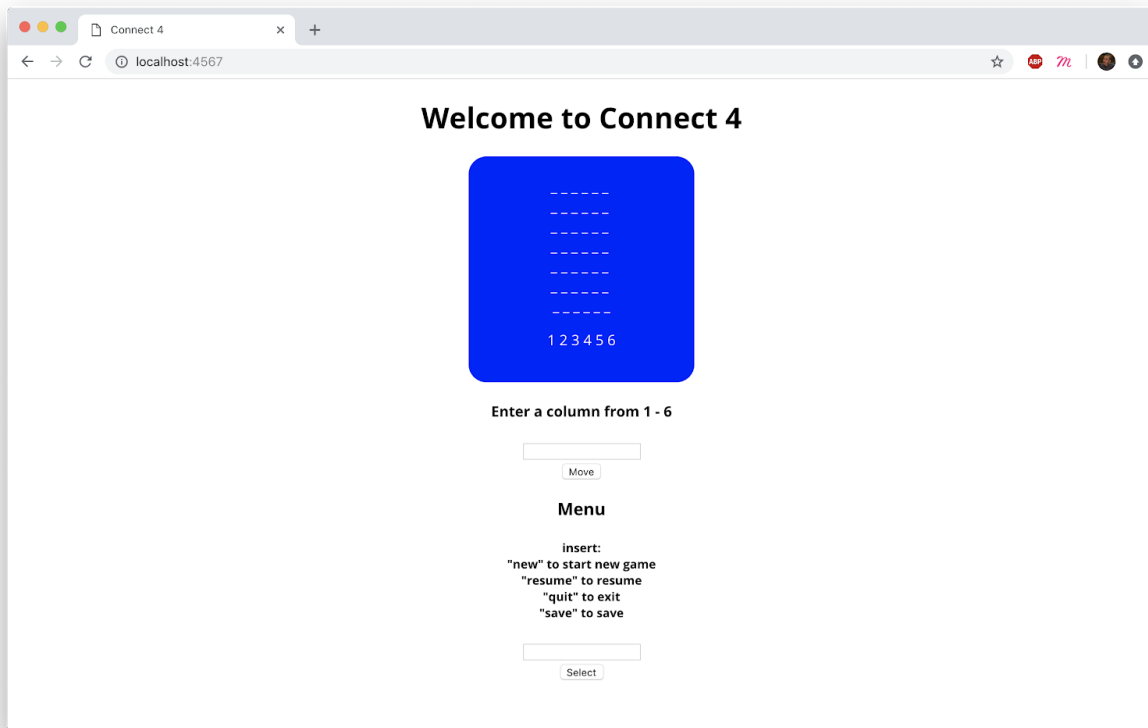
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CS 1022
16 November 2018

Assessment 3

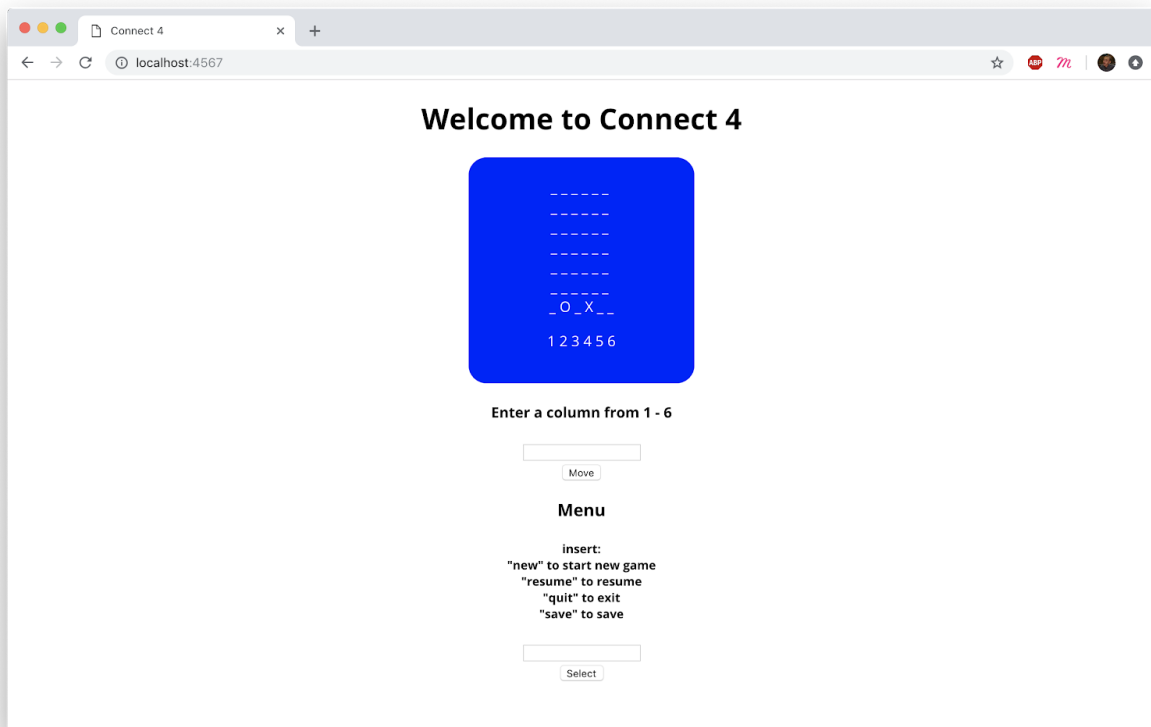
System requirements and installation instructions (i.e. software required to run and maintain the game).

- Mac OS or Windows or Linux
- Gems:
 - Sinatra
 - Sinatra/reloader
 - From the terminal, type `gem install sinatra-contrib` to install the gem
- Link to github: https://github.com/aidantoole/Assessment3_Connect4

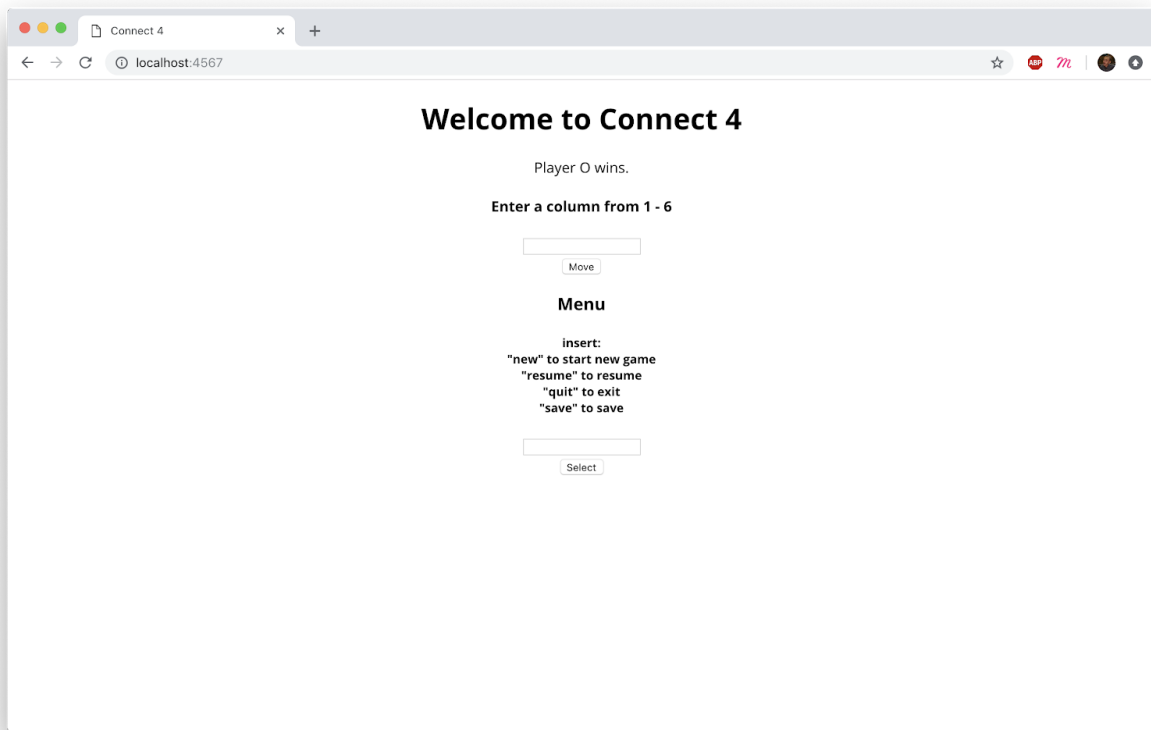
A description of how to use the features implemented in our application.



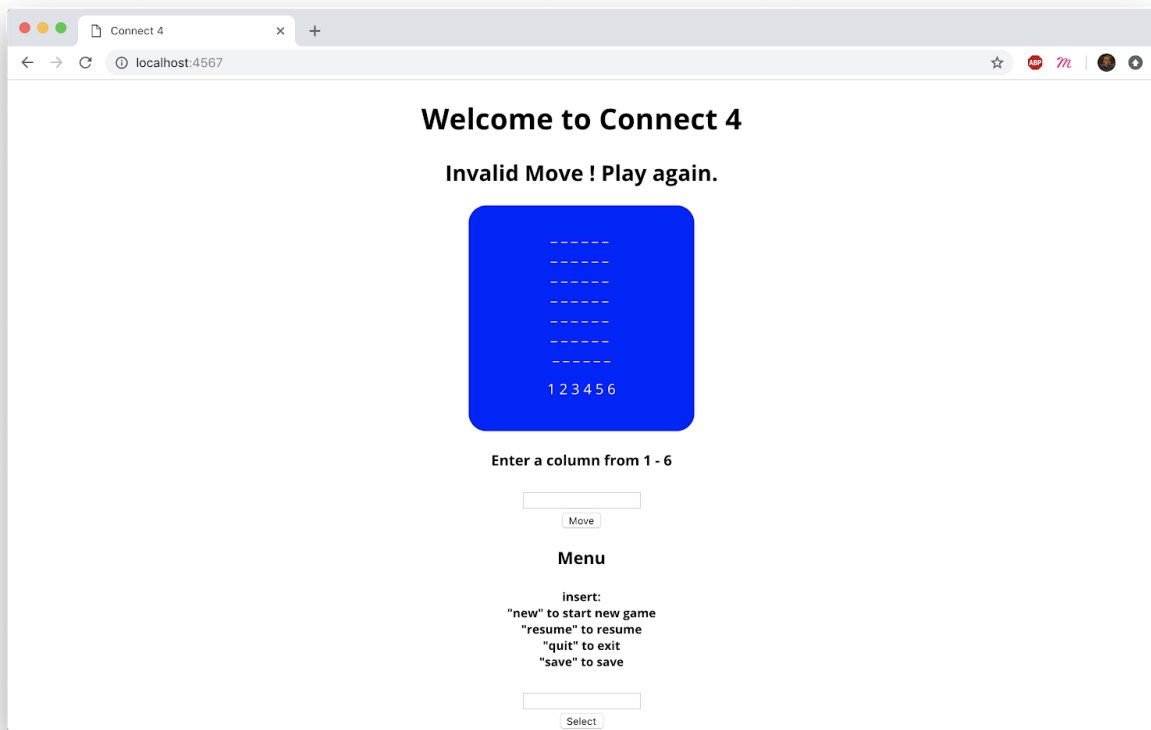
- From the home page, the user enters a value ranging from 1 to 6, and the piece for that player gets placed in that column of the board.



- Upon pressing the “move” button, the player’s turn ends and the second player plays their move (X). This back and forth continues until one player wins



- When a player wins, the board disappears and is replaced with the finish statement
- Options underneath the board allows the user to either: start a new game, resume a previously started game, or exit the game



- When a character other than a number in the range of 1 to 6 is entered, an error message is displayed above the board

Terminal Views

- All features of the connect four game are also accessible via the terminal

```
Command line game
Menu: type 'new' to start a new game, 'resume' to resume, or 'quit' to exit
new
Welcome to Connect 4!
Created by:Aidan, George, and Kieran
Game started.
Player 1: O and Player 2: X
Enter column number to place token.

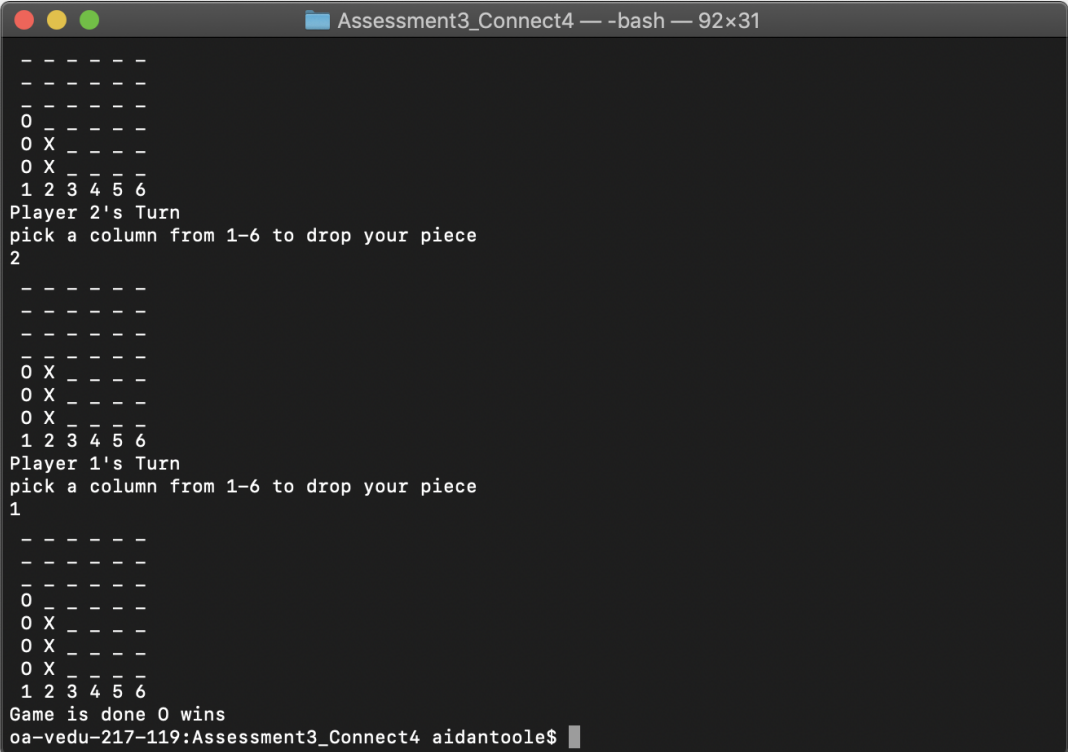
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
1 2 3 4 5 6
pick a column from 1-6 to drop your piece
█
```

- Terminal interface

```
Enter column number to place token.

- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
1 2 3 4 5 6
pick a column from 1-6 to drop your piece
e
Invalid move, try again
pick a column from 1-6 to drop your piece
█
```

- Error message for invalid character



A terminal window titled "Assessment3_Connect4 — -bash — 92x31" displays a Connect4 game interface. The board is a 6x7 grid. The first three rows are empty. The next three rows show 'O' in column 1 and 'X' in column 2. Below the board, the prompt "Player 2's Turn" is shown, followed by the instruction "pick a column from 1-6 to drop your piece". The user enters "2". The board is then updated with 'X' in column 2 of the fourth row. The prompt "Player 1's Turn" is shown, followed by the instruction "pick a column from 1-6 to drop your piece". The user enters "1". The board is updated with 'O' in column 1 of the fifth row. The terminal then displays "Game is done O wins" and the prompt "oa-vedu-217-119:Assessment3_Connect4 aidantoole\$".

```
Assessment3_Connect4 — -bash — 92x31
- - - - -
- - - - -
- - - - -
O - - - -
O X - - -
O X - - -
1 2 3 4 5 6
Player 2's Turn
pick a column from 1-6 to drop your piece
2
- - - - -
- - - - -
- - - - -
O X - - -
O X - - -
O X - - -
1 2 3 4 5 6
Player 1's Turn
pick a column from 1-6 to drop your piece
1
- - - - -
- - - - -
- - - - -
O - - - -
O X - - -
O X - - -
O X - - -
1 2 3 4 5 6
Game is done O wins
oa-vedu-217-119:Assessment3_Connect4 aidantoole$
```

- Winning and terminating interface