**Connect Four**

*Our Final Challenge, we’re testing your might with this one!*

1. Create a 7x7 grid in which a user can drop tokens which will automatically fall to the lowest row on the selected column.
2. If a user connects 4 in a row first, they win. This can be either vertically, horizontally, or diagonally.
3. By default, this should be a two-player game. (Bonus. Add a CPU with various degrees of difficulty)
4. The UI should look like a traditional game of connect four.

* The grid should be blue.
* Each area for a token to be dropped into should be circular.
* The tokens are to be contrasting colours of your choice (Red and Yellow if you can’t decide).
* (Bonus – Add a dropping animation when a user selects a column to drop a token into)