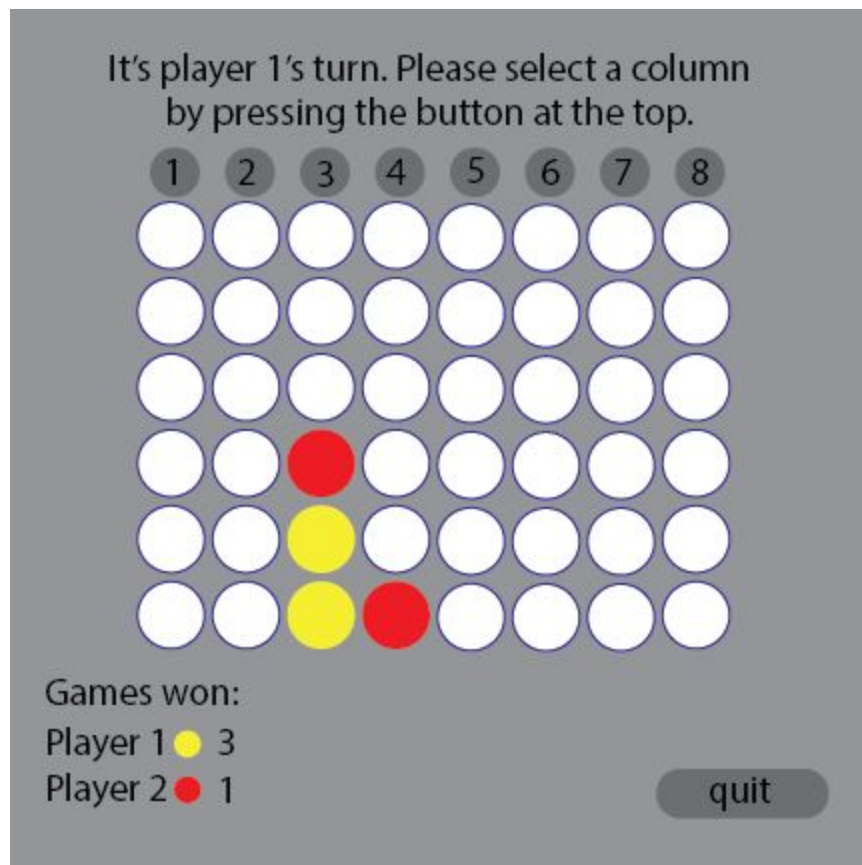


1. The **User's Manual** of what you expect will be the overall behavior of your program. For the GUI (graphical user interface), draw a picture, or create a mockup, of what you expect the interface to look like. Explain how the user will be able to interact with your program. Of course, you can update this manual at a later phase, but it will be very useful to have it in place this early in your design.

Upon starting the program, the user will be greeted with a GUI that is similar to the following but contains an empty board.



Here there will be a prompt for each player's name. They will then be directed to another page where they can choose to play a single game or best of three. This will begin the game. Both players will be able to interact with the GUI in order to place their pieces in the desired column. Players will place pieces until one of them has won, or the board is full. Winning is determined by a player placing four of their pieces in a row on the board (horizontally, vertically, diagonally). If this is the last of their games (3 of 3 or 1 of 1), there will be an option to play again, and the board will be cleared

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and a new instance Game will be created. If not, there will be a prompt to start the next game of the round (game 2 of or 3 of 3).