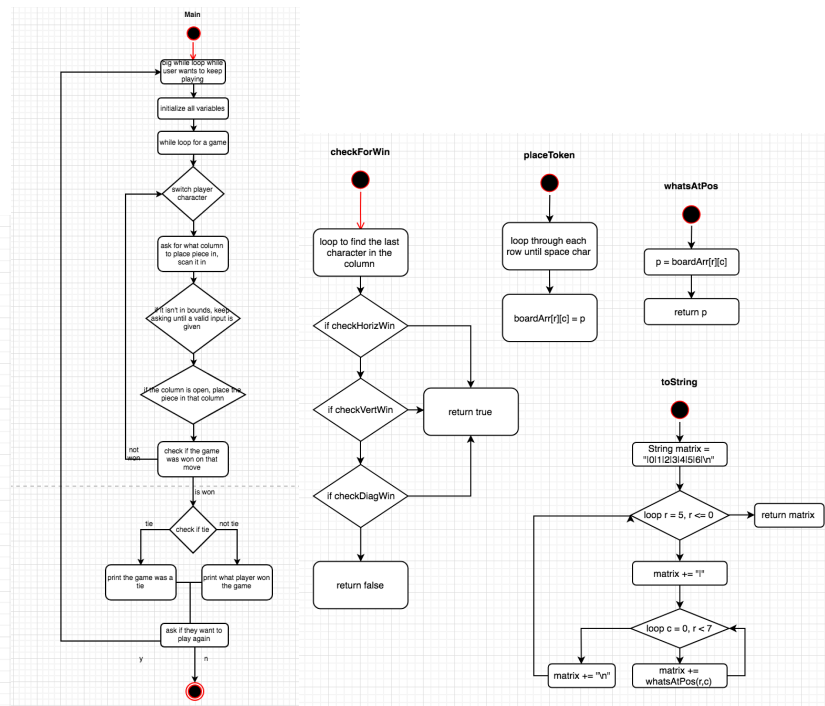
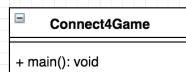
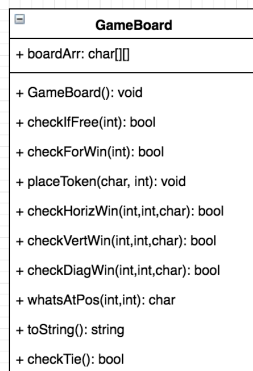


Homework 1 – Ben Joye CPSC 2150

Requirements Analysis:

- **Functional**
 - As a user, I can input what column to place my piece into so that it is stored in the board array
 - As a user, I can see the board array after every turn.
 - As a user, both players will alternate turns.
 - As a user, I can choose to play again so that the game will keep running.
- **Non-Functional**
 - The system must be able to detect when a player has won.
 - The system must display which players turn it is.
 - The system must keep track of every move and display the board after every turn.
 - The system must handle a board size of 7 columns and 6 rows.

Design:



Testing:

- I tested winning with horizontal, vertical, and diagonal rows.
- I tested to make sure all the columns can be filled up.
- I tested only valid inputs can be put in.

Deployment:

- Type make to compile the program
- Type make run to run the program