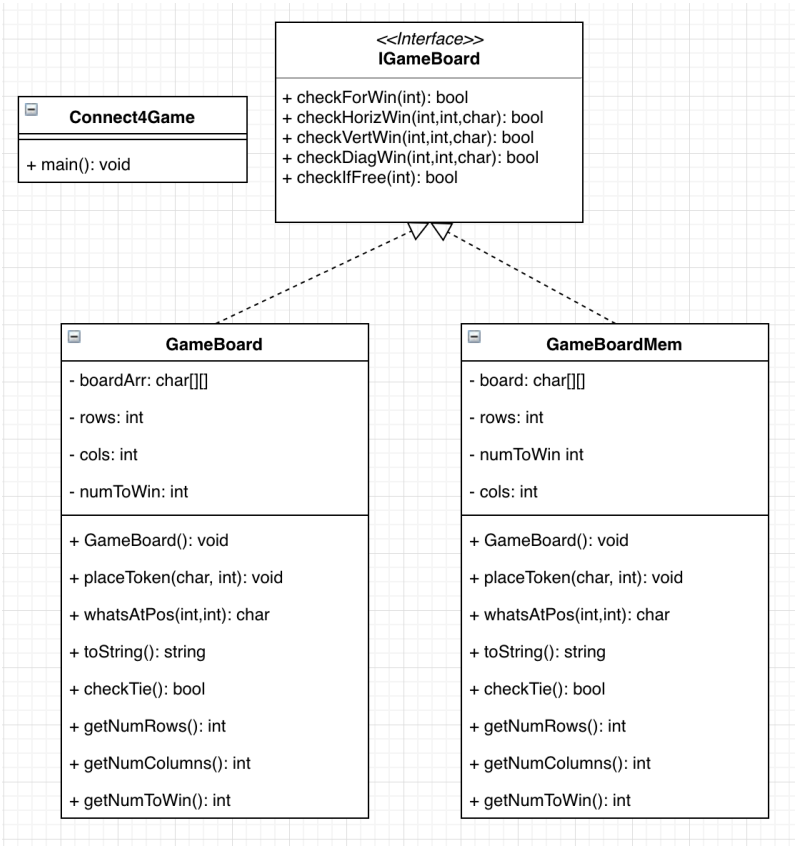
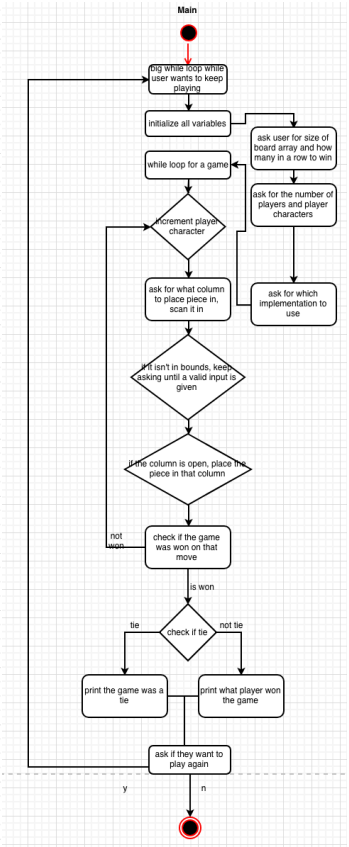
Homework 3 – Ben Joye
CPSC 2150

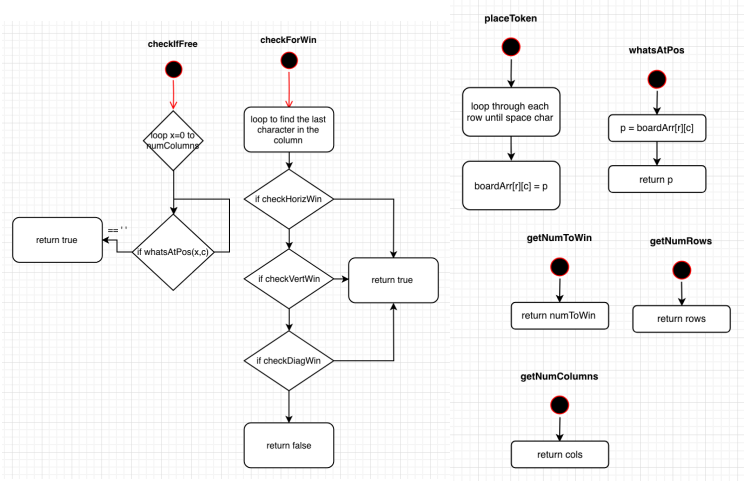
Requirements Analysis:

- **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.
  - As a user, I can input numbers to decide the size of the game board.
  - As a user, I can input numbers to decide the number of pieces in a row you need to win.
  - As a user, I can input an integer to set how many players can play.
  - As a user, I can input characters to set the symbols for each player.
  - As a user, I can input characters to decide which implementation to use.
- **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 up to 100 rows and 100 columns.
  - The system only lets dimensions from 3 to 100 for the board array.

Design:







Deployment:

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