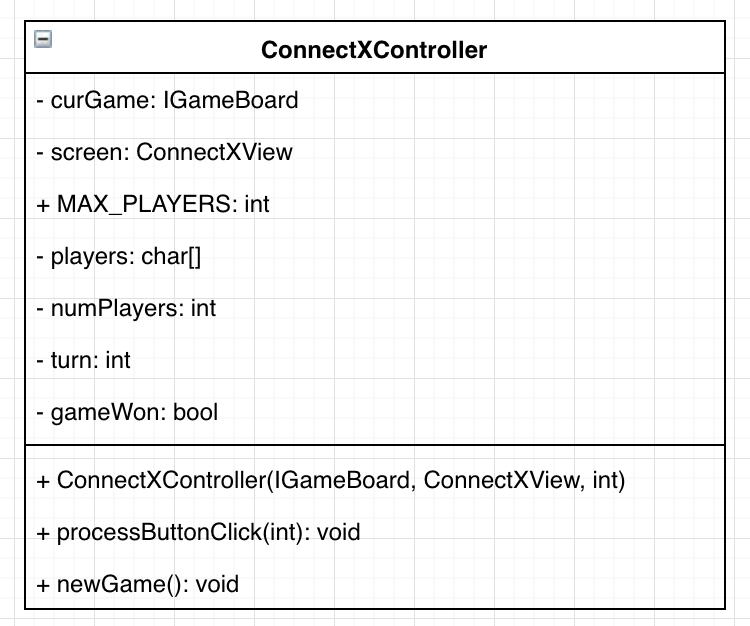
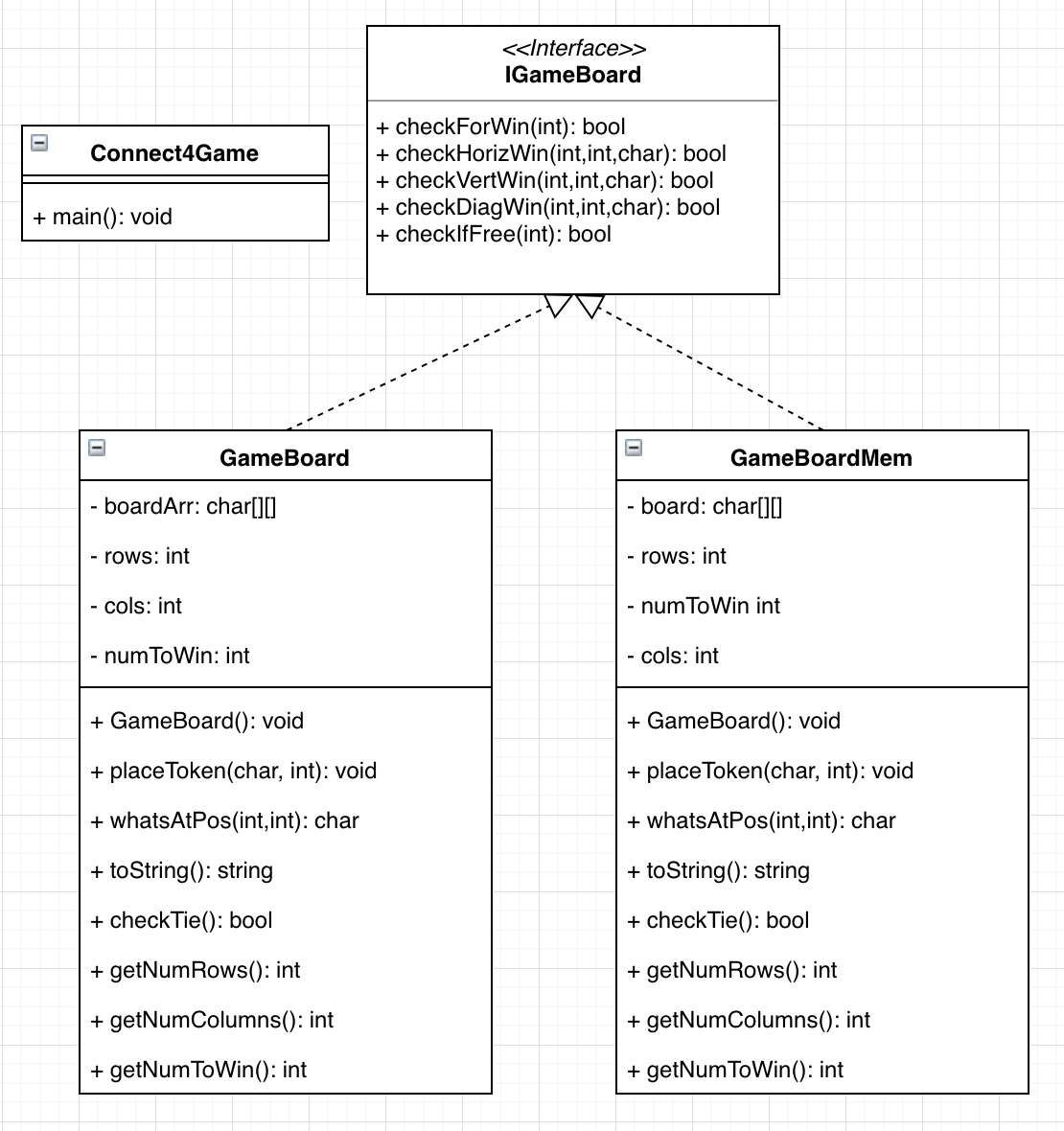
**Homework 5 – Ben Joye**

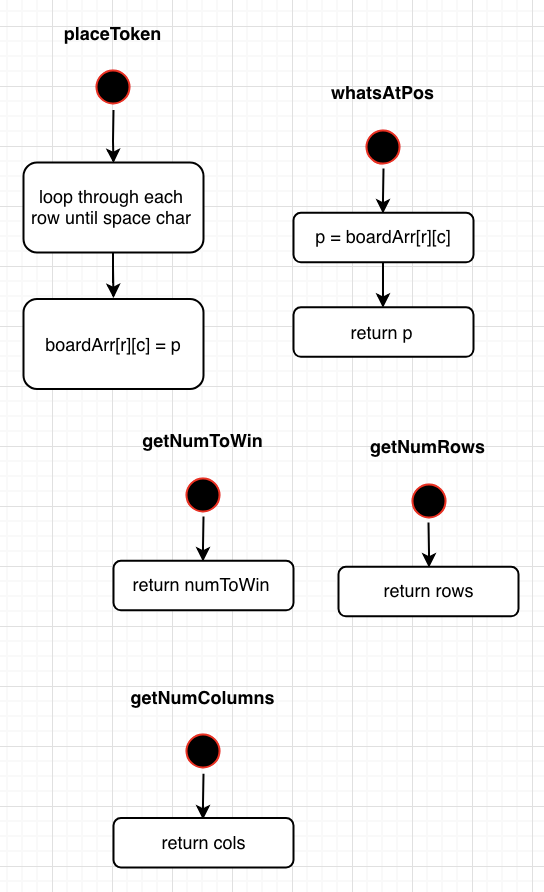
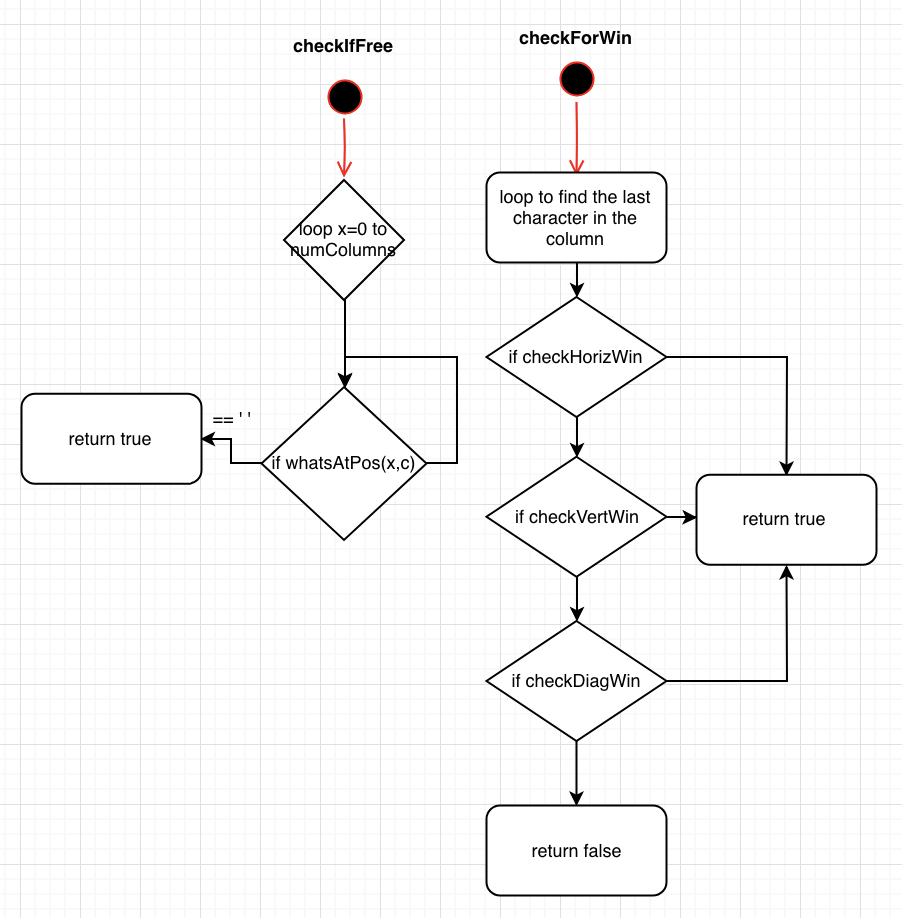
**CPSC 2150**

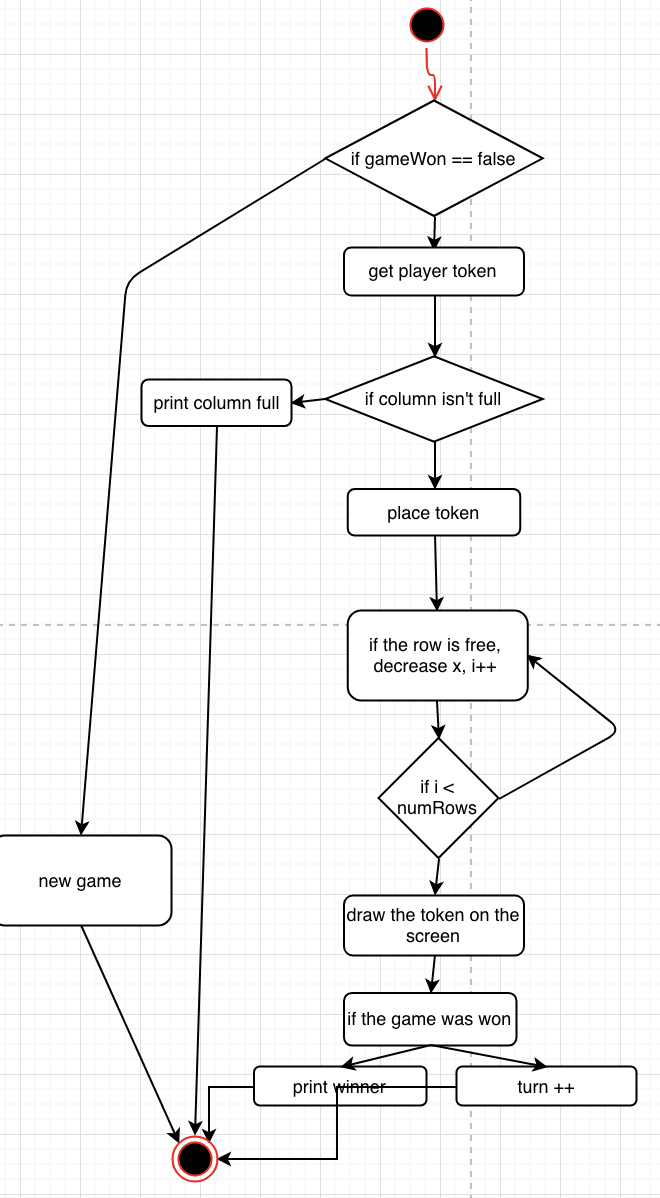
**Requirements Analysis:**

* **Functional**
  + As a user, I can press a button for each column to put my token down.
  + 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.
* **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.
  + The system must display the board on a GUI.
  + The system must take in input from a GUI.

**Design:**

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