## What needs to be done

#### **PVC**

- Computer input
- Draw a board Charity
  - Made the square of the board Charity
  - Filled the color of the board in as blue Charity
  - Drew in the circles Charity
  - Made the circles white Charity
- Animation
- Buttons -Charity
  - Created a reset and main menu -Charity
  - Mechanics of the buttons -Charity
    - When reset button is clicked it will restart the game and print the board
      -Charity
    - When main menu button is clicked it takes the user to the main menu -Charity

### PVP

- Draw a board Charity
  - Made the square of the board Charity
  - o Filled the color of the board in as blue Charity
  - Drew in the circles Charity
  - Made the circles white Charity
- Game tokens
- Find a winner
  - Mechanics to check for if there is a winner
  - Display the winner Charity
  - Reset Game Button Charity
    - Mechanics to restart the game and recreate the board -Charity
- Find loser
- Cat game

# Main Menu

- Navigate Charity
  - Mechanics of both the Play and Directions buttons -Charity
  - Click the button to Play takes the person to the board game -Charity
  - o Click the button to directions take the player to directions screen -Charity
- Created Buttons by turtle Taylor
- Animation Charity
  - Making everything populate on the screen -Charity

- Going to the next screen when button clicked -Charity
- Display Charity
  - Created the text of the name and set up the font for it -Charity
  - Centered the text and put our "logo" of the two tokens -Charity
  - Put our names as the credit -Charity
  - Added the buttons of play and directions -Charity

### **Directions**

- Navigate Charity
  - Mechanics of both the Play and Main Menu buttons -Charity
  - The play button takes the player to the board game for pvp -Charity
- Display Charity
  - Created the text on the screen and centered it -Charity
  - Put our "logo" of the two tokens for connect 4 -Charity
  - Made the Play and Main Menu directions -Charity
    - When play button is clicked takes player to the board game -Charity
    - When main menu button click takes the player back to the main menu
      -Charity
- Buttons Charity
  - Main Menu button created
    - Mechanics of the button taking it to the next screen
  - Play button created
    - Mechanics of the button taking to the pvp screen
- Animation Charity
  - Making everything populate on the screen -Charity
  - Going to the next screen when button is clicked -Charity