

1. Cristian Benitez, and Student ID: L30024665
2. Learning a new language with Haskell
3. I want to build a connect 4 game. The pieces fall straight down, occupying the next available space within the column. The aim of the game is to connect four of one's own discs next to each other vertically, horizontally, or diagonally before the opponent.
4. I will be following the MVC pattern, and will consist of taxing program
5. This program will account for taxes for purchasing a nintendo switch
6. I will be using the ATOM IDE along with the plug-in for Haskell and install a xdebugger to keep track of my errors
7. <https://www.haskell.org/tutorial/io.html>