



Connect4

Christopher Moroney, Daniela Castro, Claire Lehnert,
Jason Djajasasmita

Motivation



- We chose connect4 because it is one of our favorite board games!
- It is a classic!
- We want our game to benefit those who love games!

Creation



- Created a functioning two player game of Connect4
- We added different themes and colors to be more appealing and for a fun experience
- Ability to change the theme mid-game in order to reduce visual difficulties

Distribution of Work



- Chris - UI design (layout), Programming (Game Piece Colors)
- Claire - UI design (Visuals and fonts)
- Daniela - Programming (Win Condition)
- Jason - Programming (QPushButton)

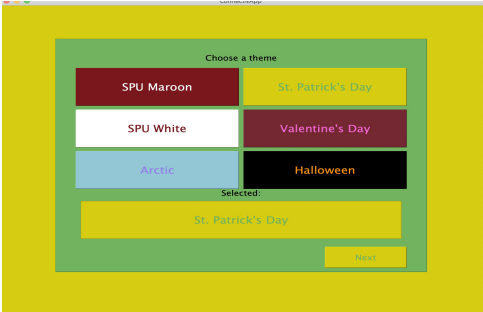
Implementation



Key Qt Components to our development were:

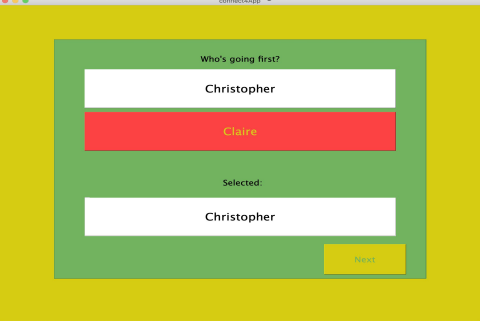
- `QApp->setStyleSheet();`
- `QColor();`
- `QLabel();`
- `QList();`
- `QPushButton();`
- `QMessageBox();`

Design



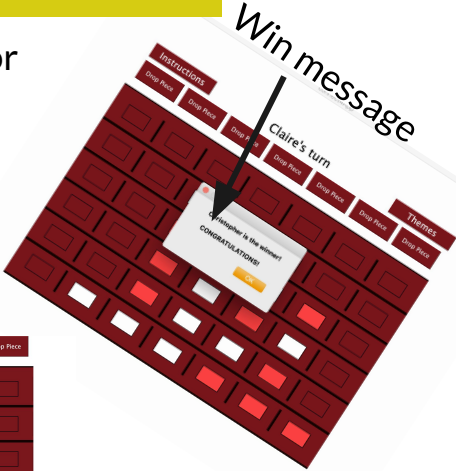
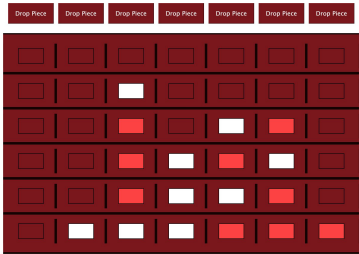
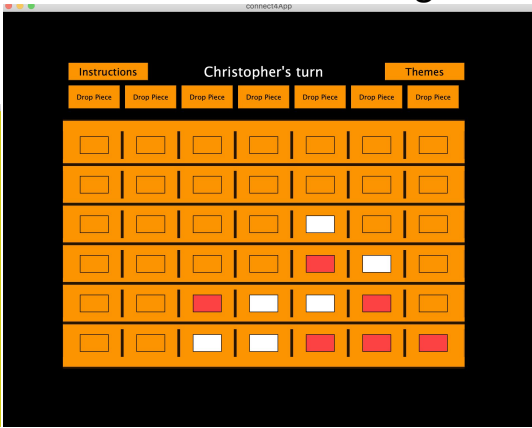
Theme selection

Select First Player



Select Players and choose color

Change theme mid-game



User Test Results



- Win Condition not true for diagonals
- Game is too plain
- “Why can’t I see the board once I won?”
- “It is hard to see fonts with some theme colors”
- If no name is entered, then game board just says “turn”
- “What if someone doesn’t know how to play?”
- Hard to differentiate rows and columns
- “I didn’t pick a color”

GitHub Repository!



<https://github.com/chrismoroney/Seattle-Pacific-University-CSC-3220/blob/master/Connect4App/connect4app.cpp>

Connect4 App Demo



<https://www.youtube.com/watch?v=LeTQR-hlrcY&feature=youtu.be>