

Project Connect4: Requirement Documentation

Instructions: The requirements documentation lays out what your program will accomplish. For connect4, first outline the rules of the game. Next, create pictures of all the Graphical User Interfaces (GUIs) that user will see. Be sure to label what the information the user puts and where. Also, address any scoring, color, or different modes of play (1 player or 2 player.)

Communication:

Communication is vital to a team project, especially with class members that work remotely (the online users.) First, establish how you want to communicate with one another, you can look in your repository and communication via the communication.txt file. Note: how you communication will be graded! All team members must be given ample opportunity to contribute to the project. Please outline what tasks each member has done.

How to turn in:

Turn in via GitHub. Note, that a github repository has been created for you class project! One or more team members should push via IntelliJ (VCS ↑) OR use the command line:

- \$ git add <files>
- \$ git commit
- \$ git push

Due Date: October 13, 2015 2359

Teamwork: Full teamwork is allowed, please use your teammates and feel free to use internet resources. If you use outside resources, please site.