Connect 4

Susan Phillips CSCI 325

**Problem Statement**

* Design Grid inside JFrame
* Place 6 X 7 Array of JButtons inside Grid – can use either 2D Arrays or 6 Arrays of 7 Buttons
* Check back-n-forth algorithm – As you click on button it checks to see if the button below it has changed color if not it either changes color or checks the one below etc.…
* Create a switch that allows you to choose whether it’s going to be red or yellow (Boolean)
* Check for 4 in a row – (4 ways to test)
  + Check within each Array (counter)
  + Check across Arrays horizontally at each index
  + Check diagonally (Going up)
  + Check diagonally (Going down)

**Output**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  | **R** | **Y** | **Y** | **R** |  |
|  | **Y** | **R** | **Y** | **R** |  |
| **R** | **Y** | **R** | **Y** | **R** |  |
| **R** | **Y** | **R** | **Y** | **Y** |  |

The Yellow Player Won

**Team Breakdown Strategy**

public class ConnectFour

1 Team Member

Method: Create the basic visual pattern

Method: Visually printing the game

2 Team Members

Method: Basic moves: Red

Method: Basic moves: Yellow

2 Team Members

Method: Check Winner

Each team member add their method to build main

public static void main(String[] args)

**Suggestion:**

Unless you have no objections since the 4 of you are in class together and can work closely you decide who wants to team up with each other for the methods for 2 team members and I will work on the 1 team member portion and then we will all work on main. We will still need to come up with some ideas for testing and how to go about testing.