**OOP Mini-Project Requirements**

**Project Title:** Connect 4 Game

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**Project Aims**

* To create a functioning “Connect Four” game which follows standard rules (i.e, first player to connect 4 tiles of their colour in any direction wins).
* The player must be able to play against an AI opponent, with varying difficulties.
* The player(s) must be able to select their colours, input their names and change the board size.
* The system’s “new game” menu must contain validation to prevent the user from inputting bad values, and/or simply not allow anything
* The system must contain logic to determine if a player has won the game or if a game is drawn.
* When a game is active, a timer should be running to track the length of the game.
* The game state should be serialized so that player(s) should be able to save and load their games.
* When a game is finished, it should be added to a file so that the result of previous games and other information may be viewed.
* The system will implement the MouseListener and ActionListener interfaces to handle events such as selecting menus, placing game tiles, highlighting columns, etc.