CONNECT FOUR SHRI VISHNU ENGINEERING FOR WOMEN BATCH NO: 9

P. DEDEEPYA

- 19B01A05D0 - CSE

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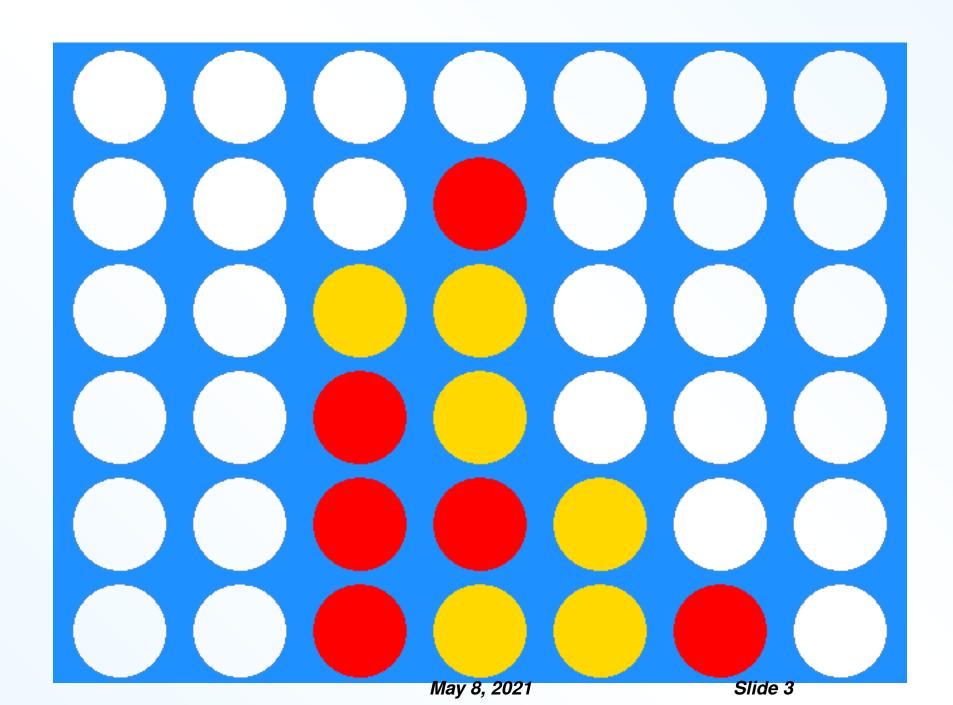
- 19B01A05D5 - CSE

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Problem Statement

Connect Four is a two player, turn based game, where each player tries to align four game coins either horizontally, vertically or diagonally in the '7 * 6' game board.



Learnings

- Proper documentation of projects using LaTex.
- Working with repositories in Gitlab.
- Implementation of background graphics using Pygame.

Approach

- 1. Built the basic structure of the game.
- 2. Implemented the winning strategy.
- 3. Drew the background graphics of the game.
- 4. Handled the events using Pygame.
- 5. Added text and sound effects to the game.

Date : Task done

03/05/2020 : Basic structure of game.

04/05/2020 : Command line implementation of game.

05/05/2020 : Graphical interface to display the screen and drop pieces.

06/05/2020: Implemented game in GUI.

07/05/2020 : Sound effects to game.

Challanges

• Working on the project remotely.

• Integrating the logic with GUI.

Tech Stacks

Operating System: Windows

Programming Language: Python

Version Control System: Gitlab

Presentation Tool : Latex

Code Editor : Vim

Module : Pygame

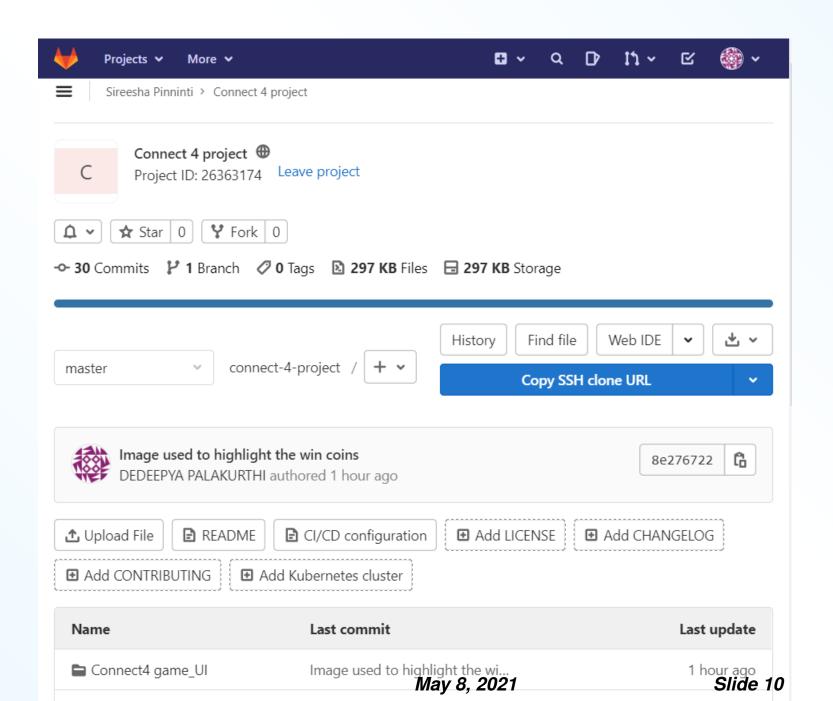
Statistics

No. of functions : 11

Total lines of code : 216

Total commits : 30

Repository size : 297 kb



Reference

https://gitlab.com/Sireesha_pinninti/connect-4-project.git

Resources

Pygame modules:

https://cs.hofstra.edu/docs/pages/guides/InstallingPygame.html

http://www.pygame.org

Sounds:

https://www.zapsplat.com/sound-effect-category/game-sounds/

Future Scope

- Options to choose single player or two players.
- Can be implemented as online game that enable players from different locations to play remotely.

Thank you