Connect Four Game in JavaFX
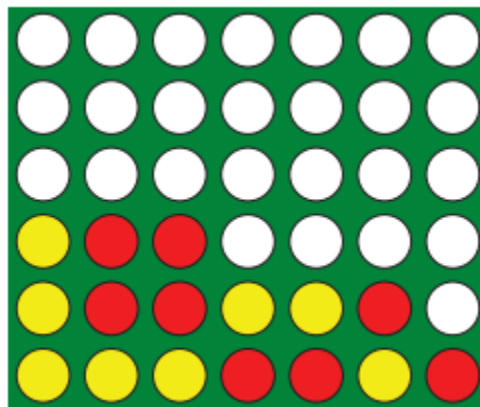
Hello!

Before you enjoy the game, please check your javafx running environment. If you are using Eclipse to run the game as me:

1.Install eclipse plugins for JavaFX called e(fx)clipse
2.Open this page: https://gluonhq.com/products/javafx/ and find the latest version and click download, extract it to a folder, and remember its location.
3.Create a user library and add it.
Window -- Preferences -- User Libraries -- New -- JavaFX
4.Set up the run configuration by adding: --module-path "...\javafx\javafx-sdk-14.0.1\lib" --add-modules javafx.controls,javafx.fxml to the VM arguments.

The game is an extended version of textbook 8.20. Here is an overview:

Connect four is a two-player board game in which the players alternately drop colored disks into a seven-column, six-row vertically suspended grid, as shown below. The objective of the game is to connect four same-colored disks in a row, a column, or a diagonal before your opponent can do likewise. The program prompts two players to drop a red or yellow disk alternately. Whenever a disk is dropped, the program redisplays the board on the console and determines the status of the game (win, draw, or continue).

It is a Player vs.Player game. You can log in with the Players' names. The first name the user enters will be assigned as a Red player. You can check that information in the console. The screen will let you know whose turn to move, the first move shall be made by the Red player. Disks will always be dropped from the bottom. The program has three buttons to play with. You can close the game by clicking "X", play a new game by clicking the bottom left one and quit the game by clicking the bottom right one. The program will show the gaming results as "who wins" and if there is no winner shows "tie game".

GOOD LUCK AND HAVE FUN!

If you have any questions, contact me here:

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