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DOCUMENTATION

I decided to add to my Connect 4 game. I added animations, a start screen, music, and a random player. The animation makes it look like the Connect 4 game pieces are being dropped just like in real life. The start screen is where you choose between single player and two player. The music starts no matter which option you choose. The random player just drops a piece in a random spot by gathering all the empty spaces and randomly picking which column. Although not the most difficult player, I just wanted to try it out.

I had difficultly mostly with the music and the random player. I couldn’t get the music playing and I was trying to learn it just based off some examples I found online Eventually, I learned you had to make the MediaState manual, so I did that and it seems to work. As for the random player, I couldn’t figure out how to add a delay so that the pieces didn’t drop at the exact same time as the human player. I tried sleep and timedelay, but neither seemed to be working. Eventually, I figured out you needed to have async and await and then it seemed to be work alright.