Requirements statement for Connect Four:

Write a program that allows a user to play Connect Four against a computer. The user and computer alternate turns placing the game pieces on the board, attempting to get four pieces in a horizontal, vertical, or diagonal line. They must build from the bottom of the board up, i.e. in order to place a piece in a specific space, all the spaces below that one must already be filled.

Features

- The program begins with a blank game board and is initialized by the “Start Game” button.

- The user can reset the game at any time with the “Reset” button.

- A graphical representation of the board is presented.

- On the user’s turn he can click on any of the available spaces to put his/her piece there. If the space is not available, have the program say so.

- Have the program keep track of wins/losses in a score counter in the corner of the screen.

- At the end, give the user the option to play again or to quit.