

# Connect 4 - Manual

November 2018



## Vision

An all new re-mastered edition of the classic game named "Connect 4". This includes a terminal based version for simple functionality and a beautiful browser based version for all of your connect 4 needs

## System Requirements

### Software:

Ruby (2.3.3)

Web Browser

### Gems (Libraries):

Sinatra

Data\_mapper

Materialize css library (pre-installed)

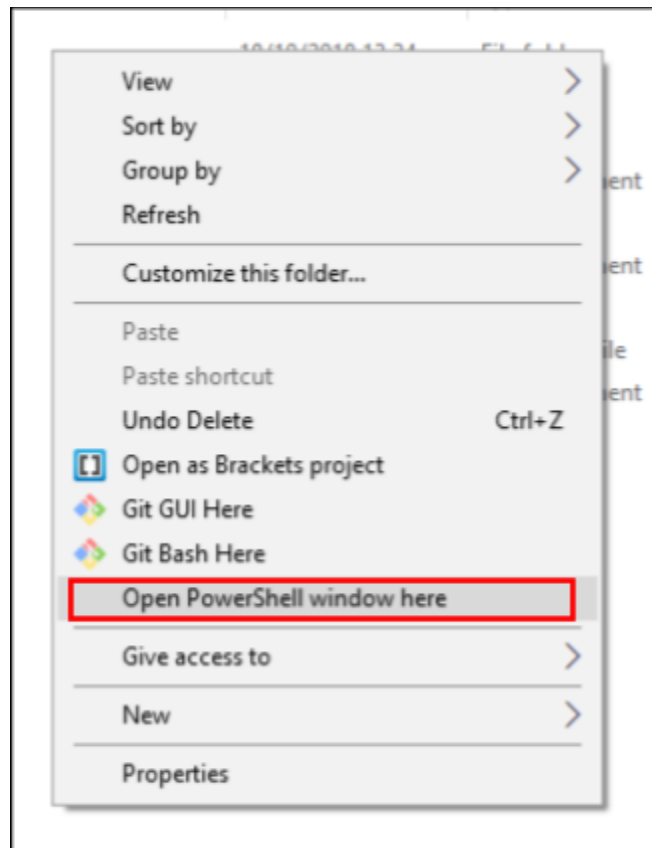
## Design

The flowchart for the game and the design of each of the web based version pages can be seen in the design.pdf file.

## How to Run:

Open the root folder of the web application.

To open a terminal in this location (Shift + Right Click) in the directory and click “Open PowerShell window here”.



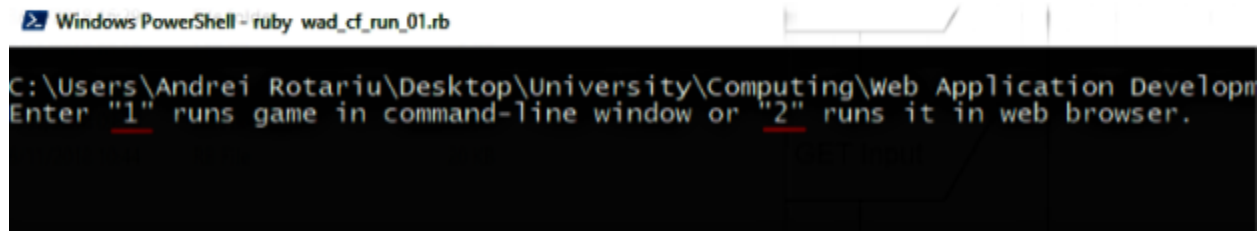
This saves having to navigate through the terminal.

Typing in the following commands will run the server:

```
cmd  
  
ruby wad_cf_run_01.rb
```

(Note: if your default windows terminal is cmd, and not powershell, the “cmd” command is not required)

You will be given an option to select either a **terminal based** version or a **web based** version.



```
Windows PowerShell - ruby wad_cf_run_01.rb
C:\Users\Andrei Rotariu\Desktop\University\Computing\Web Application Development\Enter "1" runs game in command-line window or "2" runs it in web browser.
```

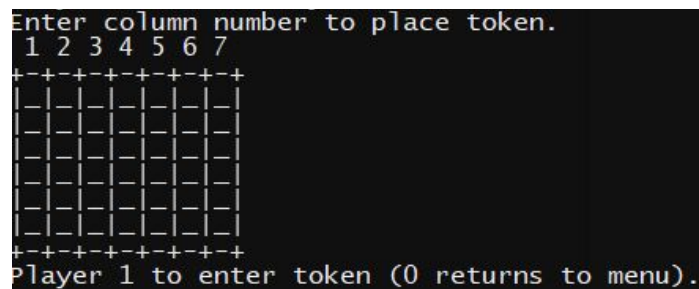
They can be selected by entering either 1 or 2 respectively.

## Features and how to use them (Including Screenshots):

### Terminal Based Version:

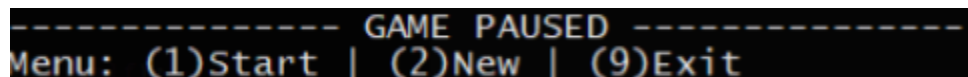
Entering '1' in the terminal will commence the terminal based version.

The game will now begin and player 1 will be asked to enter a token in a column numbered from 1-7. Entering a number will add a token to that specific column.



```
Enter column number to place token.
1 2 3 4 5 6 7
+---+---+---+---+---+---+
|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|
+---+---+---+---+---+---+
Player 1 to enter token (0 returns to menu).
```

Entering 0 will take you to the menu.



```
----- GAME PAUSED -----
Menu: (1)Start | (2)New | (9)Exit
```

The game can be resumed by entering '1'.

The game can be resetted by entering '2'.

Entering '9' will exit the game.

## Web Version:

Entering '2' in the terminal will commence the web based version.

The program is now running. Typing "localhost:4567" in the url bar of your web browser will show the output.

The Homepage gives the option to start a game or to visit the about page.

# Welcome to C O N N E C T 4!

[CLICK HERE TO START PLAYING](#)

Clicking on the 'About' button in the top right corner will lead to the about page which includes information about the developers. It can now be seen that what was once the 'About' button is now a 'Home' button that can be clicked to take the player back to the home page

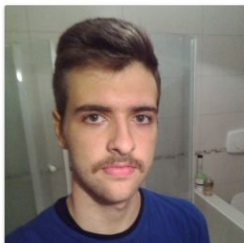


**Andrei Rotariu**

*Co-founder of Whiskypedia*

**Student ID:** 51876039

**Quote:** "I know HTML. How To Meet Ladies."



**Valerio Bucci**

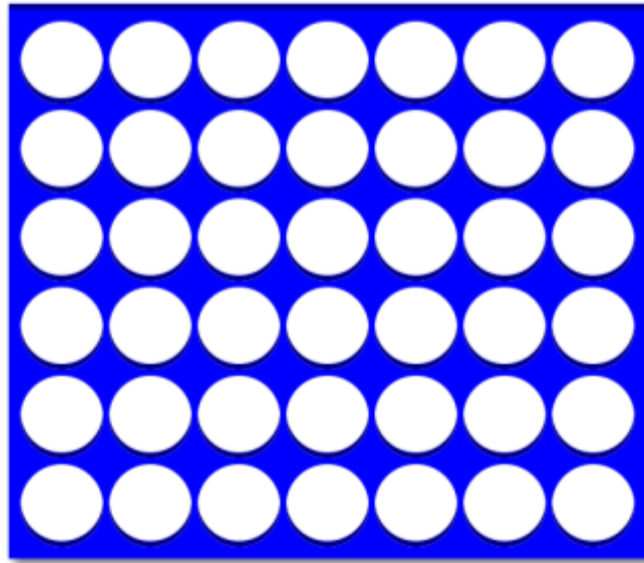
*Co-founder of Whiskypedia*

**Student ID:** 51875080

**Quote:** "I'm an expert in Cider Security"

## 5

Clicking the start game button will display a grid and it is now possible to place tokens in the various columns. The game can be paused by clicking the “Back” button and the game can be restarted at any point using the “Restart” button.



Pausing the game takes the user back to the homepage, pausing the game.

It can be resumed by clicking the “Click here to start playing button.”

## Notes

GitHub was used for version control.

The design was followed quite closely throughout development.