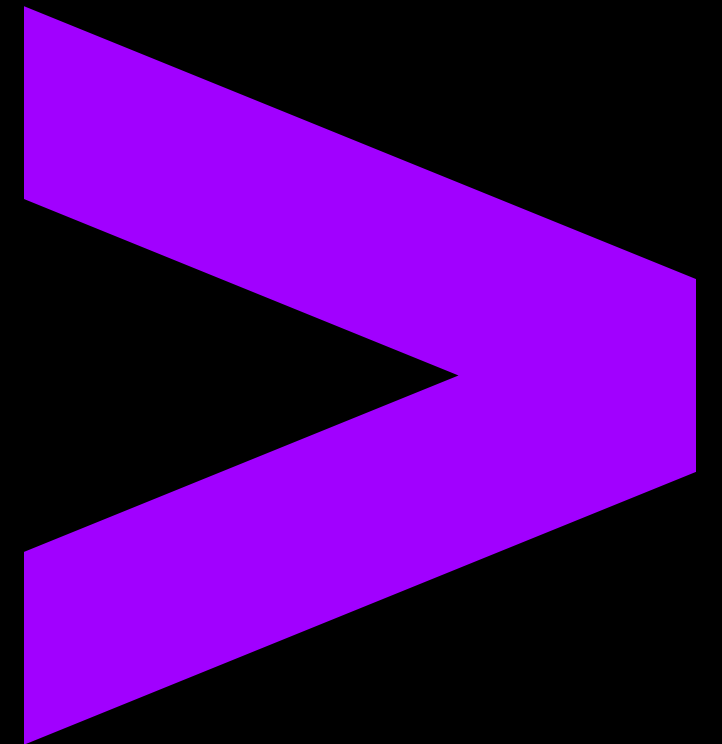


Mini Project – Connect 4



Objectives

- Introduction to the scope.
- Breakdown of milestones.
- Show of running sample solution.

Scope

- Your own Connect 4 version is due **week 6**.
- Use JavaScript, HTML and CSS.

Milestones

- Core goals – Show key learning objectives have been met.
- Stretch goals - Not mandatory, purely designed to challenge you.

Final Solo Project:

Create a working Connect 4 game from scratch (detects a winner).

Solo Project Rule Reminders:

- You can, and should, help each other!
- If you get ahead, help those who have not done as much
- Do what is right for you:
 - if you want to go over more exercises or NX then do that
 - if you want to practice HTML or CSS then do that
 - go at your own pace
- Make your own Connect 4 that works by the end of Week 6.

No right or wrong way, or pace

We all learn differently.

We all have different experiences and backgrounds.

You will all find different bits hard, medium, or easy.

Connect 4: Overall Goals

Start Connect 4 from scratch in your GitHub repo.

Grid displays and is clickable.

Detect a winner.

Connect 4: Overall Goals

- Be able to place pieces on your Connect 4 grid; it should respond to click events
- All pushed to Git
- Detect victory conditions
- Display victory conditions
- Display the winner
- Have some unit tests that pass; test your (pure) functions

Connect 4: Stretch Goals

- Detect victory conditions
- Refactor your mini-project to use OOP or Functional styles
- Run a linter over your mini-project and correct issues
- Have some unit tests that pass; test your impure functions

Connect 4: Bonus Goals

- Detect victory conditions without using a for loop
- Add Player names and declare the winner
- Scoreboard tracking player victories

Connect 4: Super Bonus Stretch Goals

- Split into Client & Server
 - an index.html with js that talks to
 - an express API server
- Use NPM scripts to manage lifecycle for your server
- Produce unit tests for the API server
- Store game scores in the server

Emoji check:

