

Four in a Row

Develop the Four in a Row game for the iPhone.

The game should consist of 3 screens:

- Main Menu.
- Game Screen;
- Best Time Screen.

Main Menu screen should contain 2 buttons “New game” and “Best Time”. The “New Game” button starts the game. The “Best Time” button should bring user to the screen where the time of the fastest game is displayed. If no games were played yet then show ‘-’ instead of time.

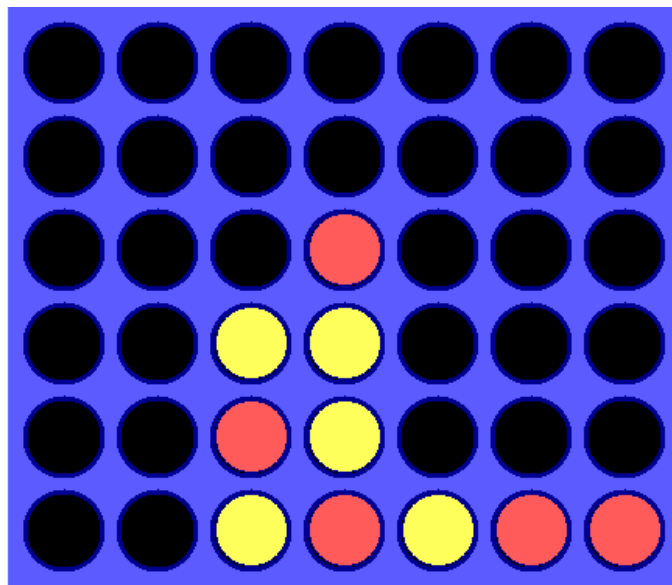


Fig. 1: Example of a “Four in a row” game board

The game board for playing “four in a row” game contains 7 columns and 6 rows. The game board is initially empty.

Each player places a coin of his color at the gameboard turn by turn. Coins can be placed only in the lowest free cells in each row, so if the bottom cell is occupied - player can place his coin in the cell above.

When any player has placed 4 coins in a row (horizontally, vertically or diagonally) that player wins the game. Game should show a winner message (“player 1/2 wins”) with options to start new game or to return to the main menu.

There's no need to be able to play against the computer.

The game screen should contain

- “Back” button at the top left corner;
- “Restart” button at the top right corner,
- Label that shows which player's turn it is;
- Game board;
- Timer, that shows time elapsed from the beginning of the game.

Good luck.