

Workshop: Console Connect Four

In this workshop, we are going to create a simple two player connect four game. Here is how the game is going to look in the end:

Player 1, please choose a column

1

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 1, 0, 0, 0, 0, 0, 0 ]
```

Player 2, please choose a column

2

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 1, 2, 0, 0, 0, 0, 0 ]
```

Player 1, please choose a column

2

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 1, 0, 0, 0, 0, 0 ]
[ 1, 2, 0, 0, 0, 0, 0 ]
```

Player 2, please choose a column

3

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 1, 0, 0, 0, 0, 0 ]
[ 1, 2, 2, 0, 0, 0, 0 ]
```

Player 1, please choose a column

3

[0, 0, 0, 0, 0, 0, 0]

[0, 0, 0, 0, 0, 0, 0]

[0, 0, 0, 0, 0, 0, 0]

[0, 0, 0, 0, 0, 0, 0]

[0, 1, 1, 0, 0, 0, 0]

[1, 2, 2, 0, 0, 0, 0]

Player 2, please choose a column

4

[0, 0, 0, 0, 0, 0, 0]

[0, 0, 0, 0, 0, 0, 0]

[0, 0, 0, 0, 0, 0, 0]

[0, 0, 0, 0, 0, 0, 0]

[0, 1, 1, 0, 0, 0, 0]

[1, 2, 2, 2, 0, 0, 0]

Player 1, please choose a column

1

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 1, 1, 1, 0, 0, 0, 0 ]
[ 1, 2, 2, 2, 0, 0, 0 ]
```

Player 2, please choose a column

5

```
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 0, 0, 0, 0, 0, 0, 0 ]
[ 1, 1, 1, 0, 0, 0, 0 ]
[ 1, 2, 2, 2, 2, 0, 0 ]
```

The winner is player 2

Process finished with exit code 0

The Main Logic

- A player wins when he/she connects four slots.
- The winning connected slots must be consecutive
- A connection can be
 - Horizontal
 - Vertical
 - Diagonal

BONUS

- Try writing validation logic for:
 - More than one player
 - Reset logic
- Try adding error messages for invalid column