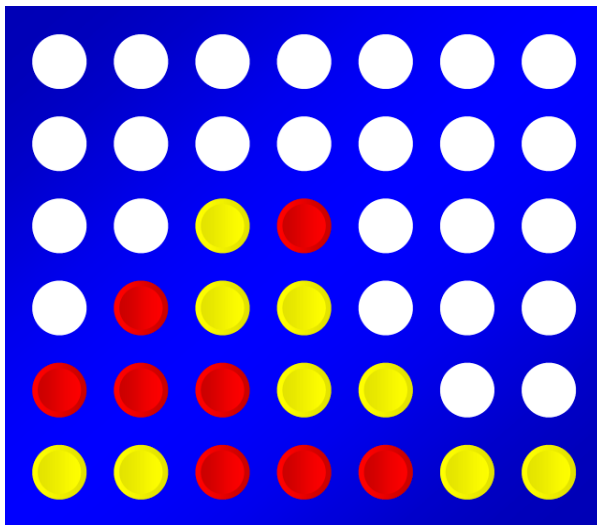


## Project 1

For Project 1, I have decided to create **Connect Four**. This project will allow the user to play connect four against themselves taking turns between red and yellow pieces. The first one to connect four in a row will win. The program will ONLY allow horizontal or vertical wins, no diagonal wins (this is subject to change). After one of the player wins, they will be able to click a button that will reset the game so that it can be played again.



### Classes:

Class **Board** - This class represents the overall board. So within this class there will be variables that are set to the board and the player. Also, this class will have a method to determine game wins as well as a method to restart the game after a win. In addition, maybe have a possible array of winnable solutions that could be used to determine winning solutions. For example, if any four solutions are equal to what is stated in said array, then prompt the winning method to display that the player has won.

Class **Player** - This class represents the two players. Possibly have two variables that represent both players. There will need to be a way to differentiate between the two players, so only having one active and switching back and forth between the two will be handled in this class.

Class **Piece** - This class represents the yellow and red game pieces. One thing that will be needed in this class is to have an onclick event so that the player will be able to place a piece on the board.

	0	1	2	3	4	5	6
0	0	1	2	3	4	5	6
1	7	8	9	10	11	12	13
2	14	15	16	17	18	19	20
3	21	22	23	24	25	26	27
4	28	29	30	31	32	33	34
5	35	36	37	38	39	40	41

Using a 2D array, you can locate certain positions on the board easily. In addition, you can use this 2D array to check for wins.

## CONNECT FOUR DIAGRAM

