CPSC 349 Homework Submission 8, due Monday, 23 Nov 2020

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Portfolio: jazesq   **.github.io**

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment

Finished	Not finished	
X		Recreated a Connect Four game (similar to Tic-Tac-Toe, but with different height and width, and the object of the game is to connect four in a row, horizontally, vertically, or diagonally.
X		Size of Connect-4 game is 7 squares wide and 6 squares high.
X		Uses Red and Blue markers (not X's and O's).
	X	List the coordinates of each move in your Time machine in (row, col) format.
		Bold the currently selected move in the Time machine.
	x	Use two for loops to create the grid, instead of hardcoding it.
	x	Allow the option of sorting the Time machine in ascending/descending order.
	x	Highlight the squares that caused the winning move using a background color (not red or blue).
x		Display the appropriate message if the game ends in a draw.
	x	Add AI to your game so the computer plays against you. **(extra credit).**
x		Your game runs with no run-time errors in the React developer tools console
x		Your code was built using Parcel.
x		Push your code to a public Github repository.

Comments:

To view code, please go to the Files direcrory in my portfolio and click homework8

Fill out and print this page, and submit it on the day this project is due.