Connect 4 User Manual

1. To start the game assemble and run the project file.
2. You will start first, ‘O’ will represent locations occupied by you while ‘X’ will notify locations owned by your opponent
3. To make your first move enter a digit between 1 and 6 (inclusive) and select enter. Your piece will be dropped on column corresponding to the number chosen unless the column is already filled, in which case you will be allowed to select a new location.
4. The program will then make its move and the board will be reprinted to represent both player’s actions.
5. You and the program will then continue to place pieces until either the board is filled or one player places for pieces consecutively in either a horizontal, vertical, or diagonal line.
6. If the board is filled the game becomes a draw, otherwise the player to place 4 pieces in a row is the winner.
7. After the game is over you will be given the option to continue, to exit the game press 0, to continue enter any other number.