Take-home coding project: B

Implement the following multi-player game of Connect 4

Game rules

- Users connect to a web service and are **anonymously** matched with one other user
- Board is 7x6
- Players take turns dropping a token into one of the columns
- If a player connects 4 in any direction, they win
- If the board fills up, the game is a tie

Requirements

- Users must be able to play **without** an account
- Games must be stored forever
- Players within a single game must not be able to submit moves for each other
- The game interface **must** display the current board state with the players' tokens
- The server must support 10,000 daily users for at least 1 year while costs <50/mo to host
- Document your implementation

Optional bonus features

- Allow players in a game to exchange messages 😀
- Add the ability to spectate games 🫣
- Realistically animate tiles falling through the board 🏆

Pssst:

- Ask us any and all questions – there is no such thing as a "dumb" question
- Feel free to bounce ideas off us (e.g. architecture)
- Smile and have fun :)