



# **E-CONNECT FOUR GAME PROJECT PROPOSAL**

**Group A&C**

# GAME INSPIRATION

- • **Existing Games That Inspired Us:**
  - - Classic Connect Four board game
  - - Strategy-based multiplayer games
- • **Why Choose Connect Four?**
  - - Fun and engaging for all ages
  - - Combines simple rules with strategic depth



GAME TITLE

**E-CONNECT FOUR**

# GAME SYNOPSIS

- Our project focuses on implementing a digital version of *Connect Four* using C++ programming.
- The game will feature a 6x7 grid system, real-time player interactions, and a set of rules enforced through code.
- Players can interact with the game through a command-line interface, ensuring simplicity and efficiency in development.

# GENERAL IDEA

- The game is built entirely in C++ for optimal performance and to utilize object-oriented programming features.
- **Game Features:** Turn-based logic to ensure fair gameplay between two players. Win-detection algorithms for horizontal, vertical, and diagonal victories.
- **Target Deliverable:** A C++ program that provides a seamless gaming experience, allowing two players to compete interactively.

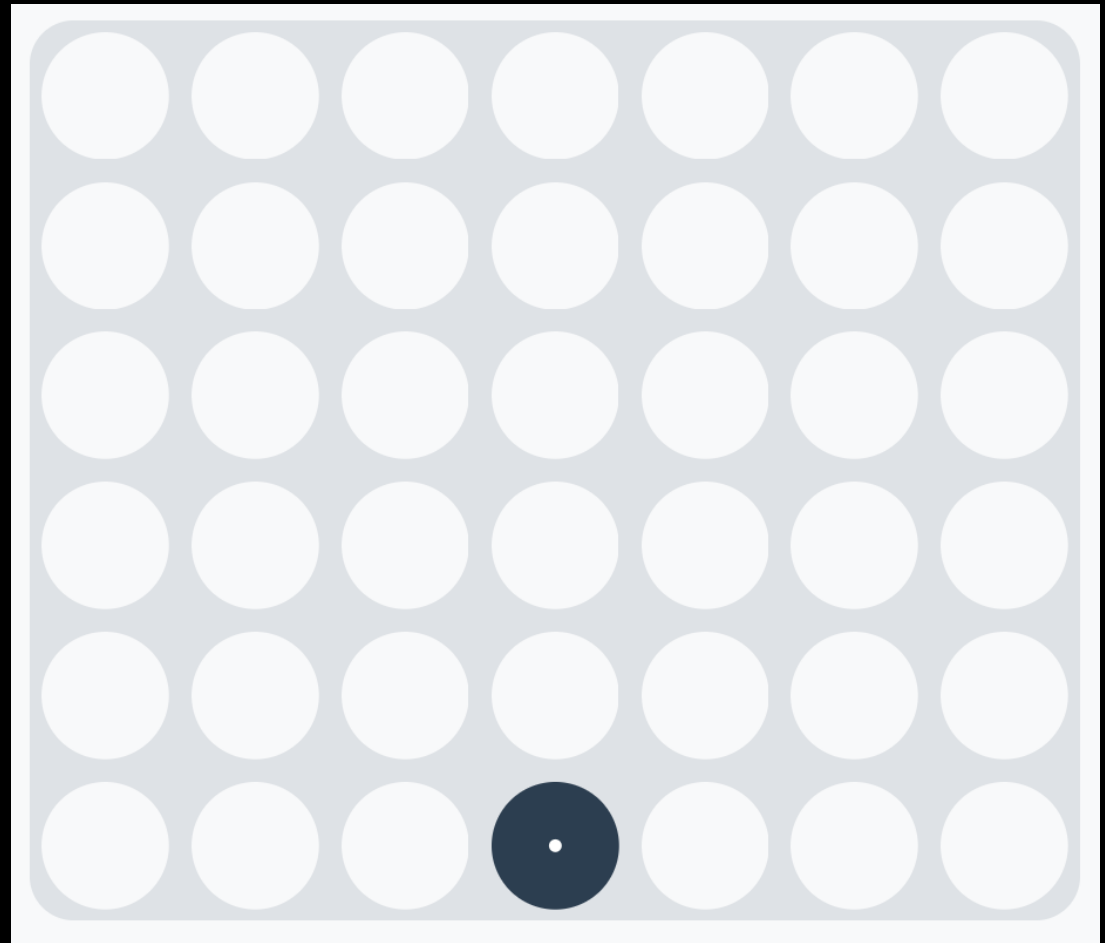


# GAME MISSION

- Players choose discs in two different color.
- They drop the discs into the grid, starting in the middle or at the edge to stack their colored discs upwards, horizontally, or diagonally.
- Use strategy to block opponents while aiming to be the first player to get 4 in a row to win.

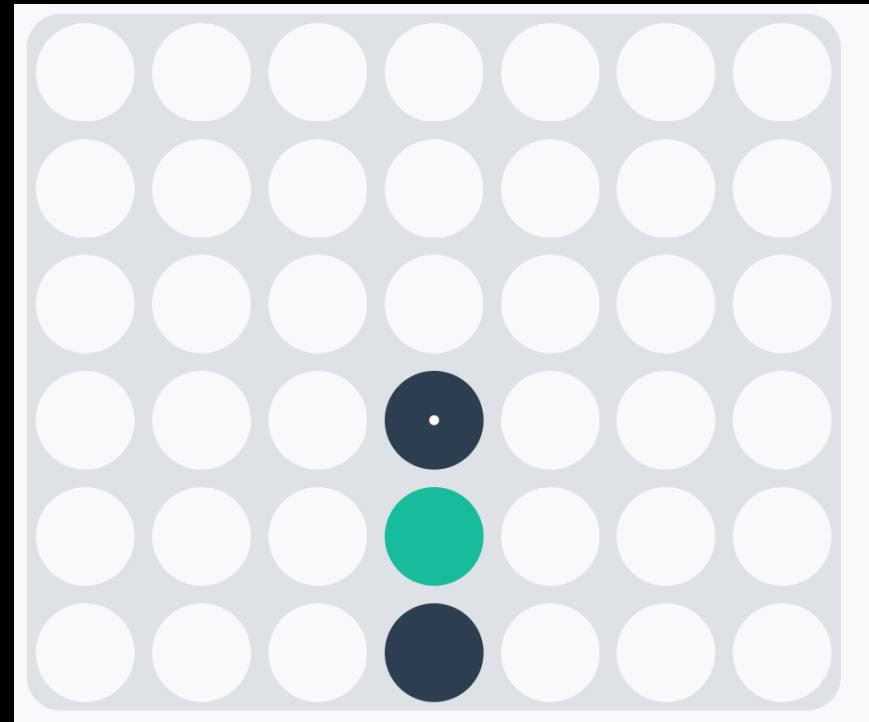
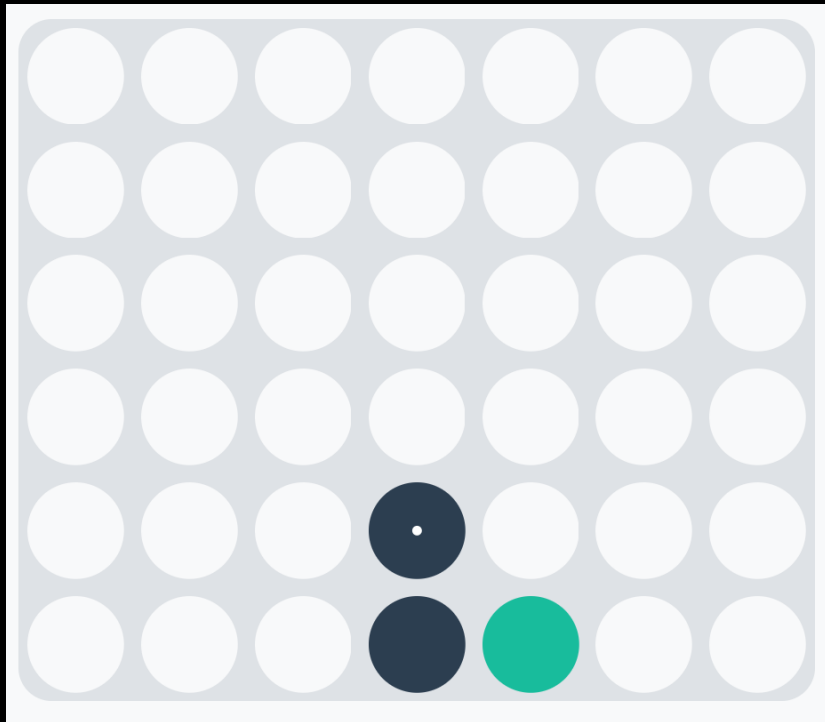
# STORYBOARDS-START

- Scenario: Game start
- Green discs: you
- Blue discs: opponent
- Opponent choose to place his first disc at the middle bottom of the board.



# STORYBOARDS-CONT'

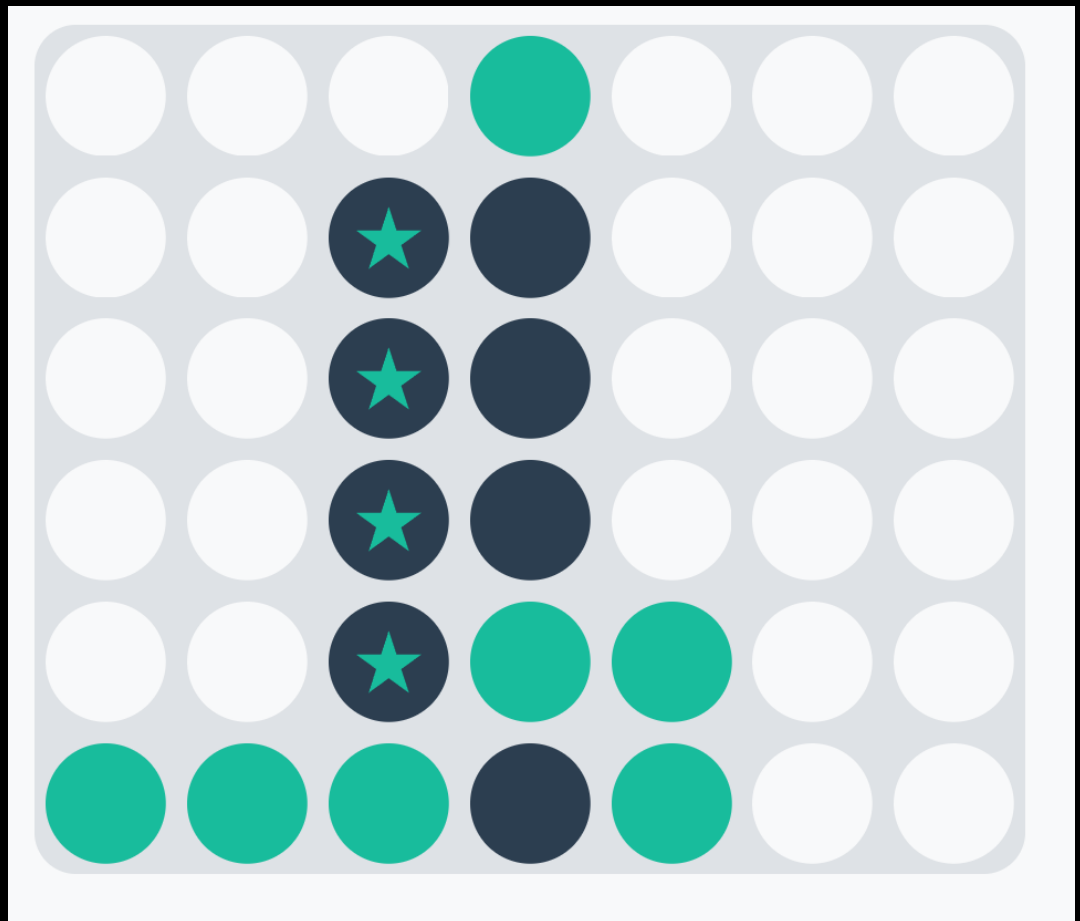
- You can choose to place your piece above the opponent's or in any other available position at the bottom of the board. But make sure the pieces stack from bottom to top and do not float in mid-air





# STORYBOARDS-LOSE

- Scenario: You lose
- Green discs: you
- Blue discs: opponent
- Reason: Opponent connect four discs vertically before you



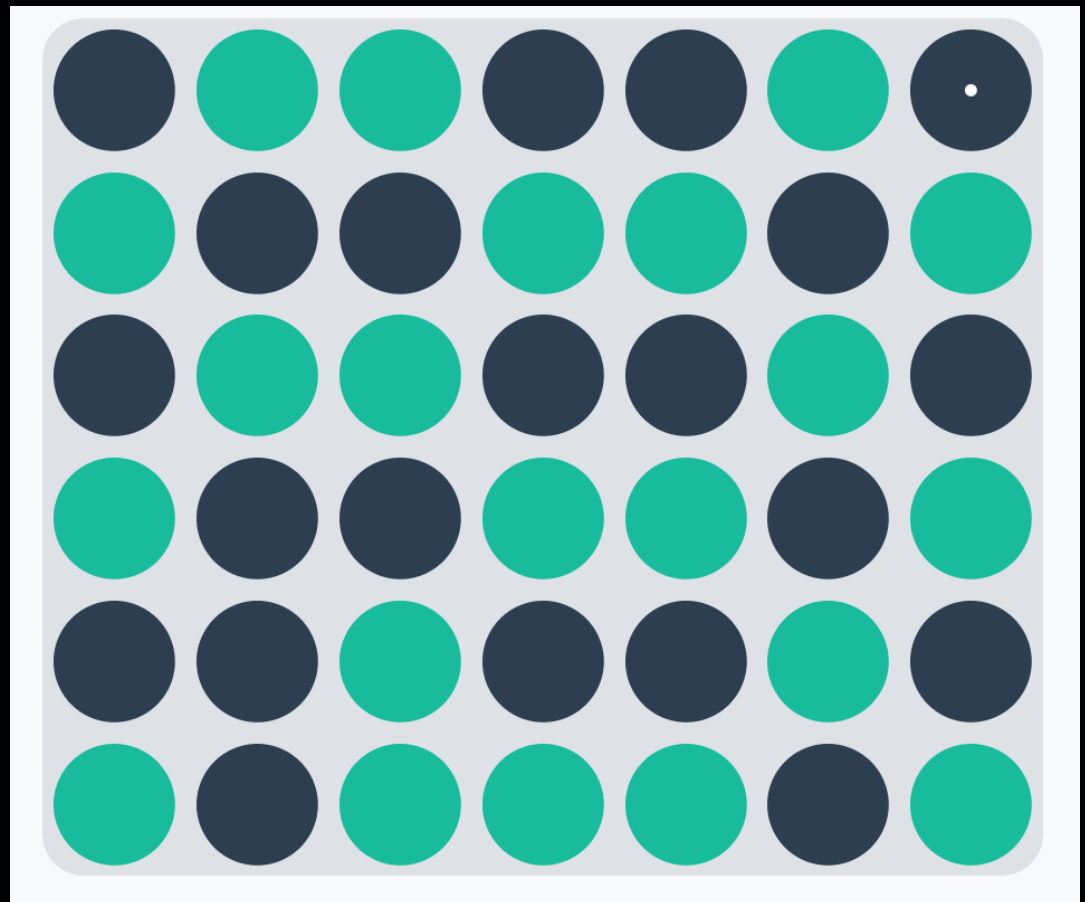
# STORYBOARDS-WIN

- Scenario: You win
- Green discs: you
- Blue discs: opponent
- Reason: You connect four discs vertically before opponent.



# STORYBOARDS-DRAW

- Scenario: Draw
- Green discs: you
- Blue discs: opponent
- Reason: Neither of you get four discs connected when the board is full.





**THANK YOU!**