Project Documentation – Connect Four

User Interaction

If the program is correctly compiled. Once executed the terminal will open printing a standard 7 x 6 connect four board. Since this program has an AI Player, you will be alternating moves with the AI. Depending on which checker you select you will move first or second ‘X’ for first ‘O’ for second. Standard connect four win patterns will register i.e. 4 vertical, horizontal or diagonal. The game will end itself when one of the players gets a win.

Program Files

The connect four program is split into 7 files:

* main.cpp
* Board.cpp
* Board.h
* AI\_Player.cpp
* AI\_Player.h
* Player.cpp
* Player.h

All the files need to be linked together in order for proper operation. All the documentation for each function and there well functions can be found in the .h files and .cpp files respectively.

There are three classes created to make this work: the Player class, the Board class, and the AI\_Player class. The Player class is responsible for handling the ‘player’ of the game. This creates the player and does checks to make sure that moves on the board are legal. The AI\_Player class is responsible for the ai opponent the player is playing.