

Connect 4

For this project we as a class were given the independence to make our own rendition of a board game but in unity. Me and Lucas Castillo decided to do something simple and created connect 4. The first thing we did was start gathering assets for the project like the spots for the board and the pieces. After gathering the assets I started the first part of getting the pieces to place and hover over the board where the user wants to place them.

After I did that part Lucas took over to make the win checks, an equally as difficult task. He first had to write the loops so that they did not extend over the size of the board. After that he made a function to get the piece script at the area and made it so that if the area is null it won't run on it and error. The biggest challenge of this was working with another person on something other than a website for the first time.