Learning Objectives:

- Design a game from scratch
- Practice separating functionality and display (we'll develop a GUI version in a later assignment)
- Develop algorithms
- Practice C# concepts

Description:

This assignment is about design and developing algorithms.

In your next assignment you will be asked to implement Connect Four with a GUI interface.

How can you structure your code in order to maximize the possibility of code re-use and thus minimize the work that needs to be done next week? Which classes could you use to help you achieve this goal.

Requirements:

- Write a Console Application that allows two users to play Connect Four
- Use a character based user interface that doesn't scroll (similar to the Game of Life)
- Assign each of the two players a different color.
- Alternating prompt the players to select a column in which they want to drop their game stone.
  The prompt needs to include information who's turn it is (e.g. color coded)
- After each move the updated game is displayed.
  The game stones of different players need to be displayed in different colors.
- As soon as a player has won a message is displayed. It needs to include information about who the winner is.
  At this point the game terminates.
- + 5 points if you see the game stone fall down

Game Rules:

You can find the game rules as well as an animation of the game here .

In this assignment we implement NO variations but the traditional version described in the very first paragraph with a game board of size 7 x 6. (7 wide, 6 high)

Turn in:

Zip up your solution and turn it in via Canvas.