Mini Project 1

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"Make an 8x8 board game"

Game: Connect 4

Our goal is to create a simple implementation of Connect 4 on an 8 x 8 board using Java Swing. The rules of the game are the standard Connect 4 rules. Each time a player "inserts a piece" into a column, it will fall on top of the last piece placed in that column. If there are no pieces in the column, it will simply fall to the bottom. A player can only insert only one piece at a time. The goal is to get 4 in a row in any direction (straight or diagonal). When the game detects 4 in a row, it will state the winner and end the game.

1. Buttons
   - Menu bar
     - Game
       - New game (clears the board and score and starts a new game.
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     - About (opens a dialogue window, no menu items.)
     - Quit (Exits the program)

2. Classes
   - Main class
     - Created the main GUI
     - Show results and score
     - Contains most basic methods including "new game", and "quit" etc…
   - Scan class
       - This class contains the algorithm which scans the board to see if there is a winner. If a winner is detected, the game will end.
       - This class will be called each time a move is made.
   - Menu Listener Class

- This class handles all actions for the menu buttons. This will not handle any actions for game moves.
- Move Listener Class
    - This class handles all game moves.

3.