

Project 2

Connect Four JavaFX GUI

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In this project we have implemented a game called Connect Four. As the project allowed to work in teams of two we divided the project and worked in specific parts.

Madhav:

1. Created the initial welcome screen
2. Selected all the good themes that improved the feel of the program
3. Created how to play screen
4. Implemented exit functionality
5. Implemented highlight the checkers part when a player wins the game
6. Implemented text fields that change according to the player move

Anurag:

1. Created game screen
2. Created game button class which extends button class
3. Created menu bar in the game screen
4. Created sub-menu options for menu items in the menu bar.
5. Implemented new game functionality.
6. Implemented winning algorithm, that includes: the first check if the move is valid or not
7. Then check vertical pattern, horizontal pattern, and two diagonal patterns

8. Implemented required event handlers that help the user toggle through different scenes.

Worked together in testing the methods that supports win algorithm

It was a very good experience to work in group of two as we share ideas and concepts. I am glad to work with Anurag. It was a good experience.

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