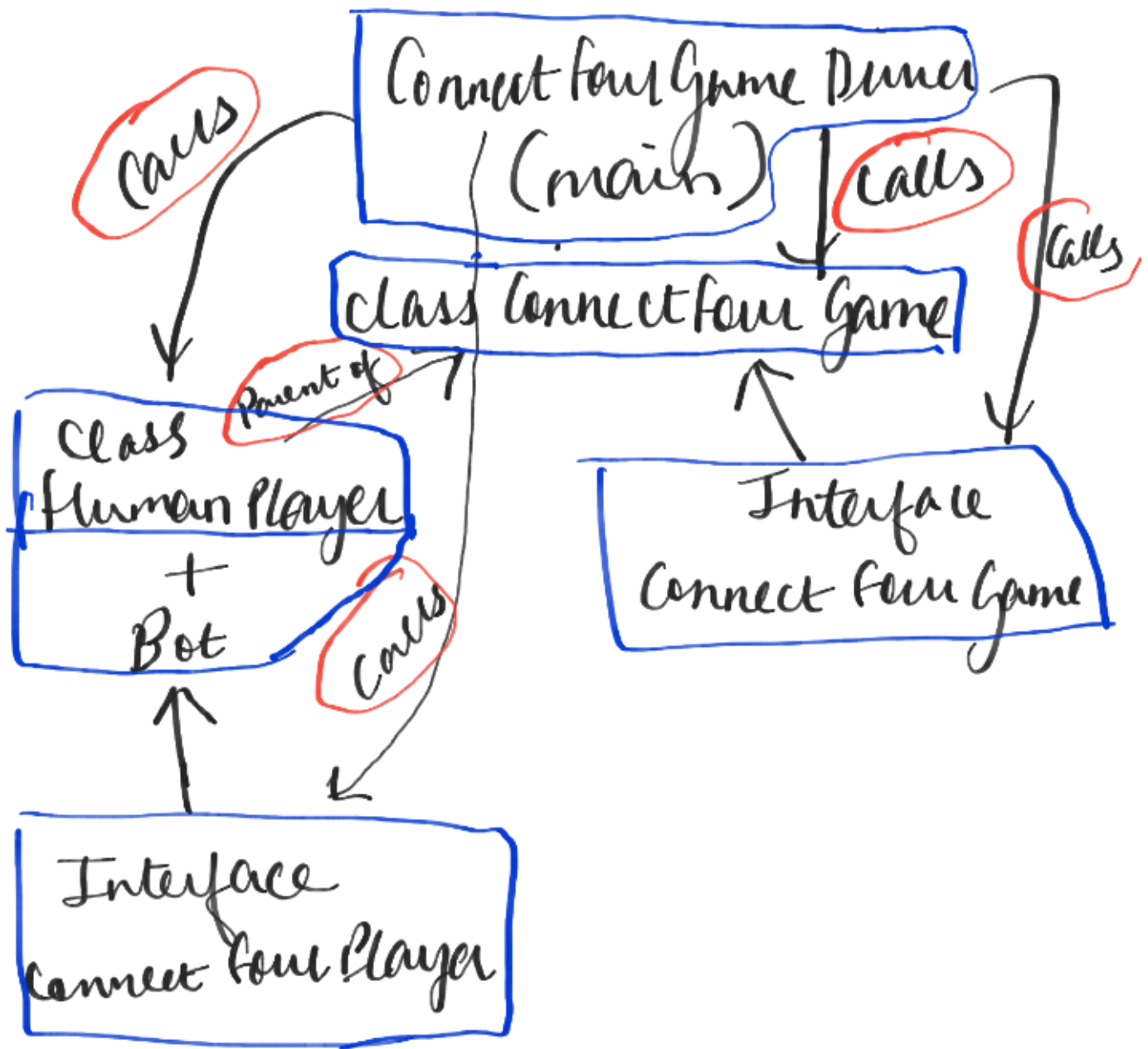


Assignment 3

CSCI-605

Connect Four Game



Important

Methods — Connect Four Game

- 1) refresh Board - refresh the Board
- 2) Show Game - displays Board
- 3) Check For Win - winning condition checker
- 4) Bot Strategy - A reasonable attempt to beat human player. chooses a column & enters value in Board.
- 5) Insert in Board - Enters a game piece for specified column in Board
- 6) get stats - display stats
- 7) play Game - starts game

8) play game with Bot - starts
game with player 2 as
Bot

Note:- Rest of the methods
are from previous week,
logic to check for pattern.

* Difficulties & Learnings:-

- Designing a suitable class
Relationship was tricky.
- Implementing new methods
to enhance flow was
thoughtful.

- major difficulty in designing original strategy for bot.

- tried minimax & other standard approaches as well.

* Bot working :-

1) Starts with 1st insertion at column 3, strategic middle point

2) has prev & current plays insertion info, if both match, it puts in tree

same column to avoid
losing.

3) From 0-2, adds 1
position ahead of user

4) From 3-6, adds 1
position behind of user

5) Edge case (0,6)
handled differently

* Learnings :-

- Learned about classes,

Interfaces, designing them
& creating game strategy
for victor. / defensive

approach though)

- Would have loved to implement a minimax winning strategy if time was more on hand.

Last modified: 10:46 PM