```python
def render_board():
    global board
    for y in board:
        for x in y:
            if x == 1 or x == -1:
                print(player_text(x), end=" ")
            else:
                print("-", end=" ")
        print()
    print("0 1 2 3 4 5 6")

def render_text(text):
    print("\n"* 3, end="")
    print(text)
    print("\n"* 3, end="")

def player_text(player_num: int) -> str:
    if player_num == 1:
        return f"{red}X{reset}"
    elif player_num == -1:
        return f"{yellow}O{reset}"

def move(move: int, player: int) -> int:
    global board
    options = [x[move] for x in board]
    movey = options.index(0)
    spot = 5
    while board[spot][move] != 0:
        spot -= 1
    board[spot][move] = player
    return spot

def check_input(text: str, full) -> bool:
    return text.isdecimal() and int(text) in range(7) and not full[int(text)]


# check win around a new move because that is the only place a new win can occur
def check_win_move(movex: int, movey: int, player: int) -> bool:
    global board
    counter = 0
    #horizontal win
    for x in range(movex-3,movex+4):
        if x in range(7):
            spot = board[movey][x]
            if spot == player:
                counter += 1
            else:
                counter = 0
        if counter > 3:
            return True
    #vertical win
    counter = 0
    for y in range(movey-3,movey+4):
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            if y in range(6):
                spot = board[y][movex]
                if spot == player:
                    counter += 1
                else:
                    counter = 0
            if counter > 3:
                return True
        #diagonal 1 down
        counter = 0
        y = movey-3
        for x in range(movex-3,movex+4):
            if x in range(7) and y in range(6):
                spot = board[y][x]
                if spot == player:
                    counter += 1
                else:
                    counter = 0
            if counter > 3:
                return True
            y += 1
        #diagonal 2 up
        counter = 0
        y = movey+3
        for x in range(movex-3,movex+4): # change movey to x
            if x in range(7) and y in range(6):
                spot = board[y][x]
                if spot == player:
                    counter += 1
            if counter > 3:
                return True
            y -= 1
        return False

board = [[0] * 7 for i in range(6)]
full = [False] * 7

play = True
player = 1

# colors
black = "\u001b[30m"
red = "\u001b[31m"
green = "\u001b[32m"
yellow = "\u001b[33m"
blue = "\u001b[34m"
magenta = "\u001b[35m"
cyan = "\u001b[36m"
white = "\u001b[37m"
reset = "\u001b[0m"

while play:
    print(f"Player: {player_text(player)}")
    render_board()
    movecol = input("column: ")
    while not check_input(movecol, full):
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            movecol = input("column: ")
        movecol = int(movecol)
        y = move(movecol, player)
        print("y: ", y)
        if y == 0:
            full[movecol] = True

        if check_win_move(movecol, y, player):
            break
        player *= -1
        if not False in full:
            player = 0
            break
    if player == 0:
        render_text(f"{yellow}It was a tie{reset}")
    else:
        render_text(f"Player {player_text(player)} {green}won!{reset}")
```