Start

Create List to represent Connect 4 Board (as this is an example it is 4x4):
[[None,None,None,None],[None,None,None,None],
[None,None,None,None],[None,None,None,None]]
represented by: **List[xInt][yInt]**

Create variable
color = "Red"

Does the piece just placed at **List[xInt][yInt]** end the game?

—NO→

Is **color** == "Red" ?

—NO→

set color = "Red"

YES

set **color** = "Black"

Take user input of column that they want to place their piece into:
xInt for column in the board

YES

Is the column at **xInt** full?

—NO→

Determine the **yInt** (row) that the piece placed will fall to in that column (at **xInt**)

At position List[xInt][yInt] in the List, change the **None** there to **color** (variable which is either "Red" or "Black")

YES

Is it a Tie?
or did this piece Win?

—TIE→

Output: "The game is a Tie."

WIN

Output: "**color** Wins"

End