

Justin Murillo & Gabriela Tolosa Ramirez

CSCI 3010 (001) – HW5 Final Project

Prototype – April 23, 2021 11:29 pm

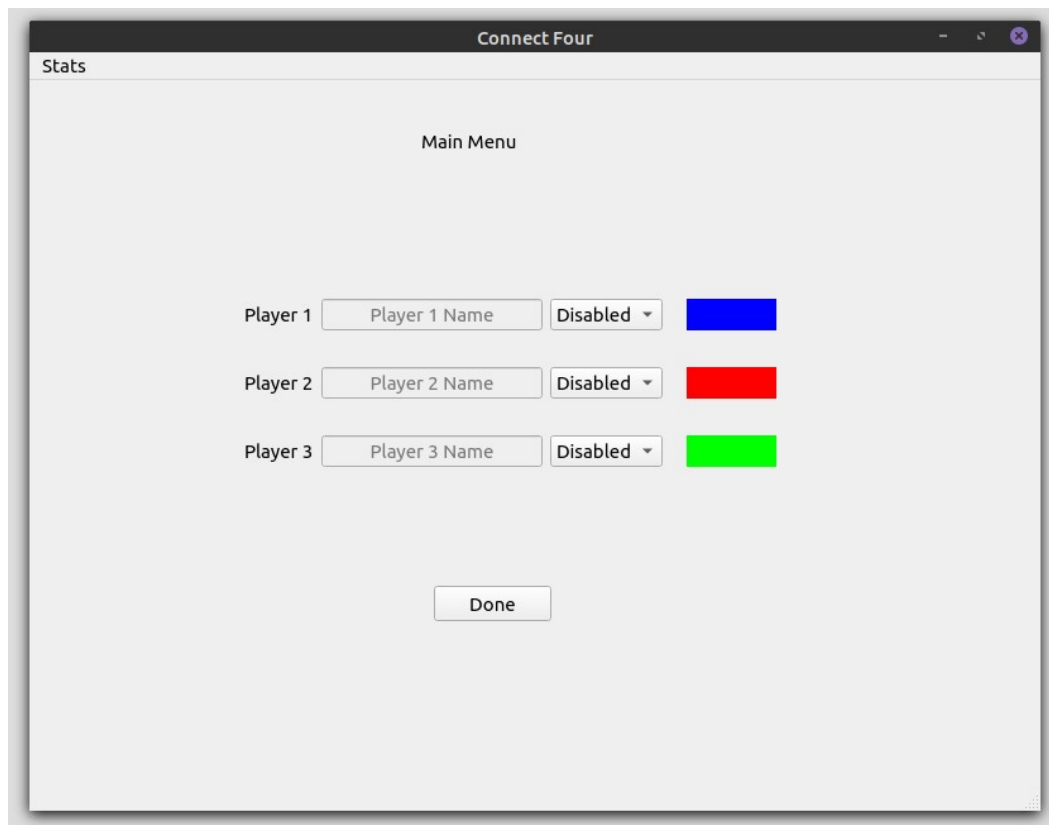
## Final Project – Connect Four Game

GitHub repo: <https://github.com/ramirez-gabriela27/Connect-Four>

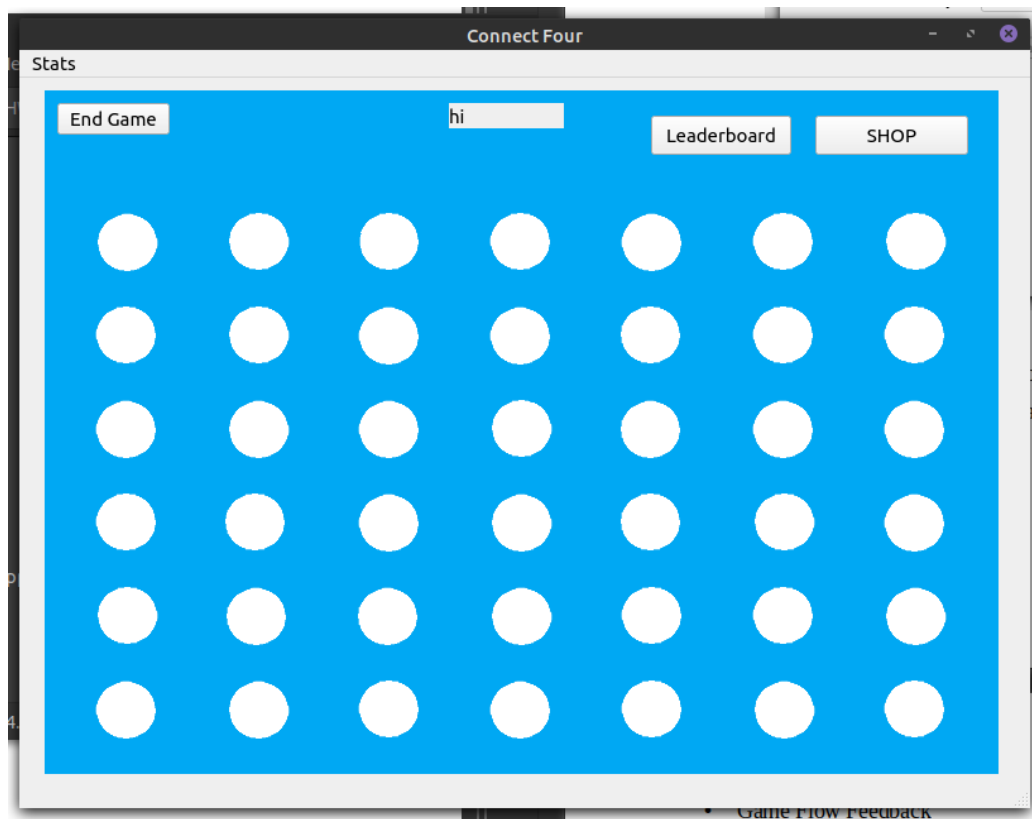
### Prototype Feedback

Utilizing the semi-functional GUI we have implemented this far, we recieved the following feedback:

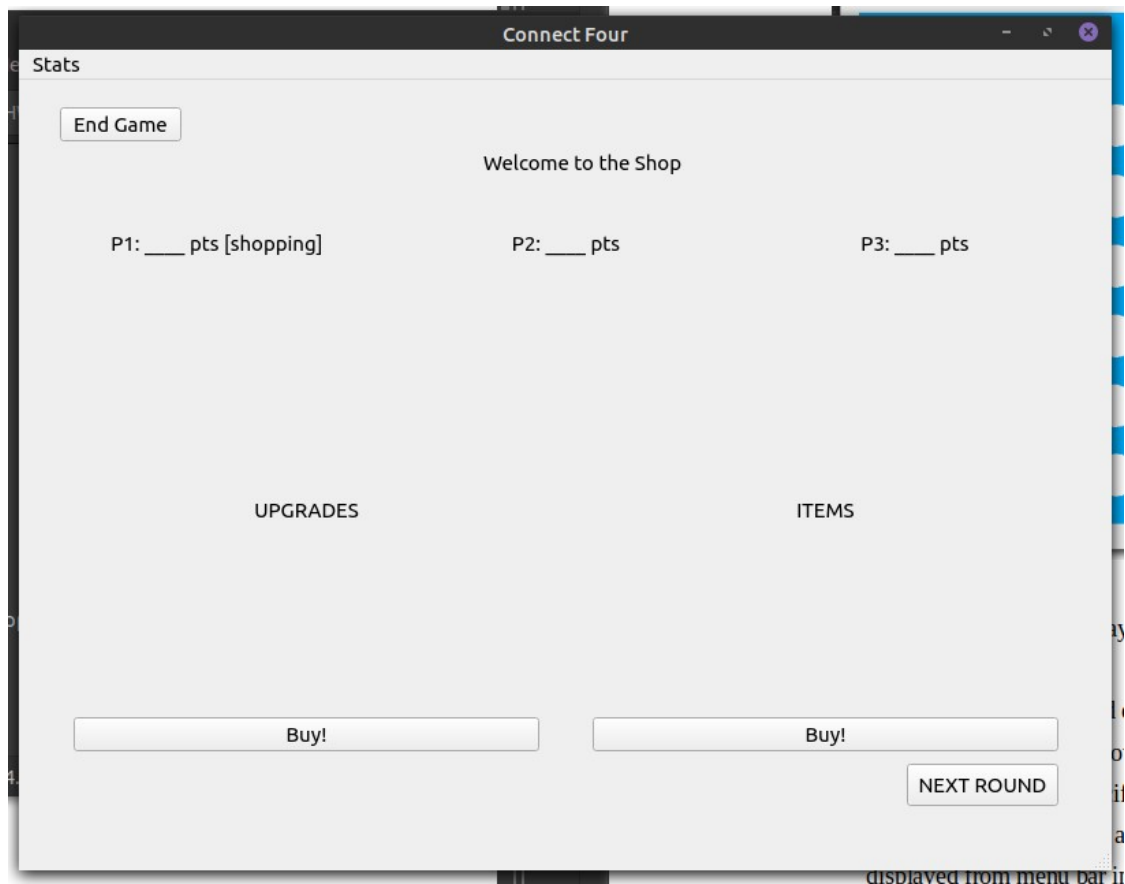
- Feedback/Suggestions



- Starting with the Main Menu (opening screen)
  - General layout is good, color selection looks clean, disable/enable dropdown feels unnecessary, Main Menu label isn't necessary



- Moving on to the game display, once the names are filled and the players are enabled, and pressing "Done"
  - Can get rid of buttons and display it all on the menu bar (where "Stats" is) Create a shorter board, or shift it downward, so that there is a space to display the piece before it gets dropped down a specific column. Shop button isn't needed if it's going to be automatically taken there after the round is over. Leaderboard/Stats page can be displayed from menu bar instead of needing a button.



- Lastly, the shop screen (will be displayed between rounds)
  - Items/Upgrades should be displayed in lists, strike through after the stock is out – items can include switching an existing piece to become your own, skip a players turn, or gamble your points, upgrades should mostly impact points, so having multipliers for upgrades would be ideal.

Generally the layout and the flow of the game is good, the GUI could use some work but it is in a good place for a midpoint.

=====

We will be utilizing this feedback in the next week as we implement our general game functionality.