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CSCI 3010 (001) – HW5 Final Project
Checkpoint 1 – April 23, 2021 11:29 pm

Final Project – Connect Four Game

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

Checkpoint 1:

1. What you planned on doing for this homework deadline
 - Template of classes – with methods and member/fields declarations (h files). Essentially a skeleton of each class.
 - Implemented dialog boxes for the menu – user will be able to see the Main Menu, select New Game, enter player info, see the board, and customize pieces.
 - Implemented dialog boxes for the shop – user will be able to see the shop menu, item listings, player stats and inventory.
2. What you actually accomplished for this deadline (Note any differences and explain why they occurred)

We accomplished all of our goals. We created a fairly functional GUI as well as created declarations for the classes we want to use (h files) with a Chip, Player, and Board class and with the general game being implemented in the mainboard.cpp.

Explanation: here

3. What you have left to complete before the final (May 2nd) deadline
 - Displaying chips and implementing shopping, as well as general game logic (test for winner, take turn, update board, etc...)
4. Screenshots of where your program is currently at
 - Please reference "HW5 - Connect Four – Prototype.pdf" for images.