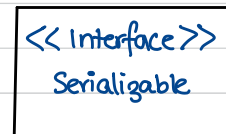
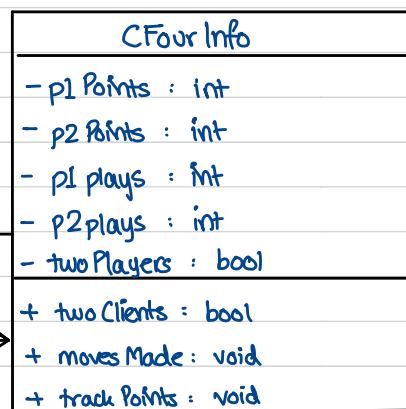
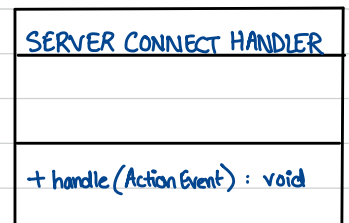
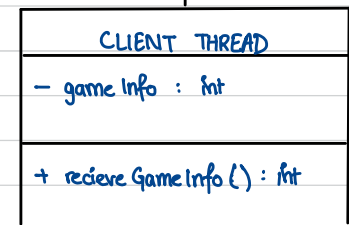
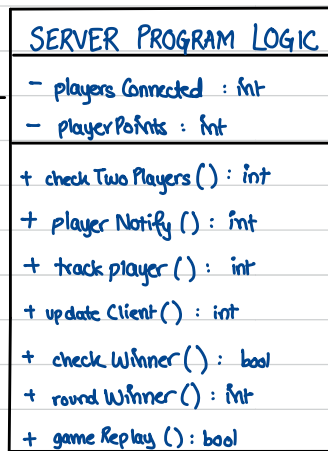
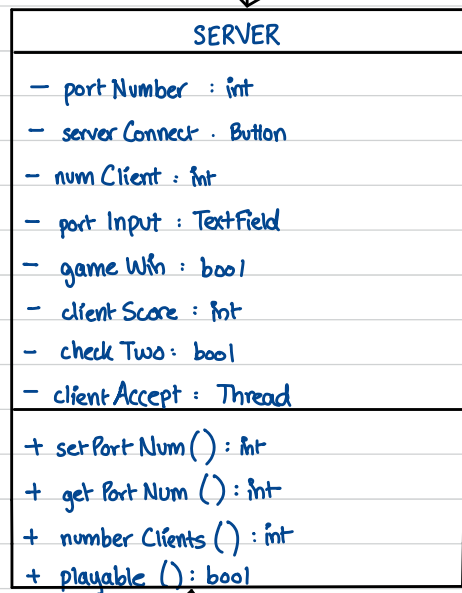
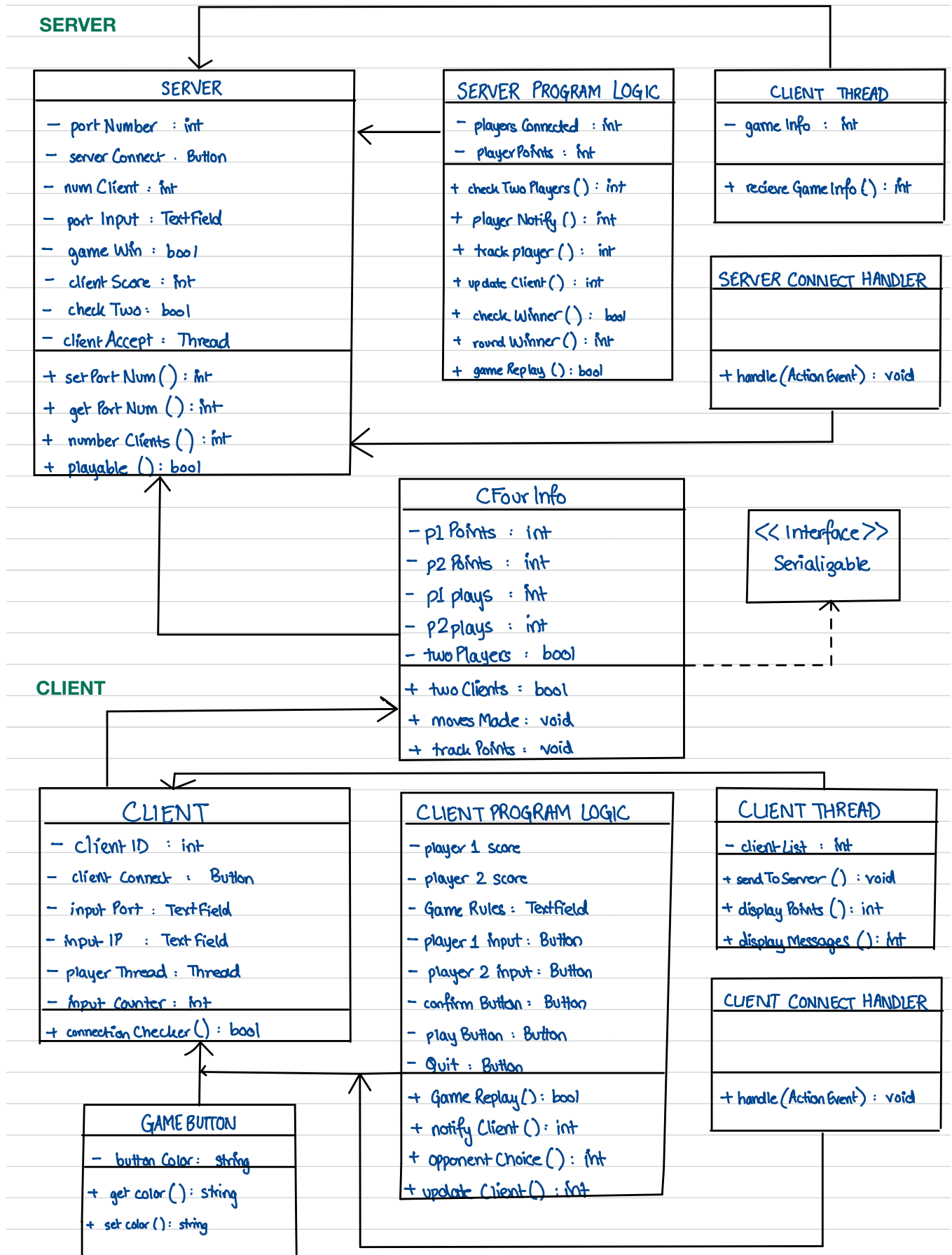
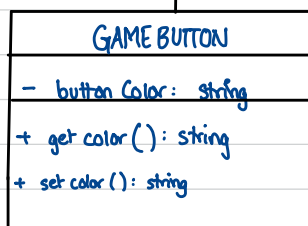
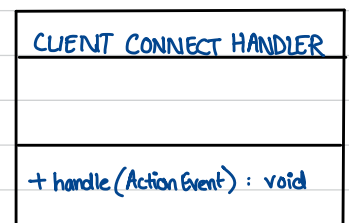
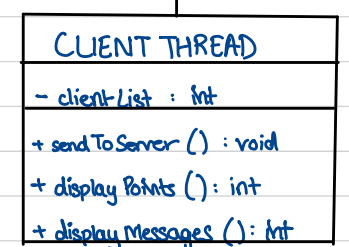
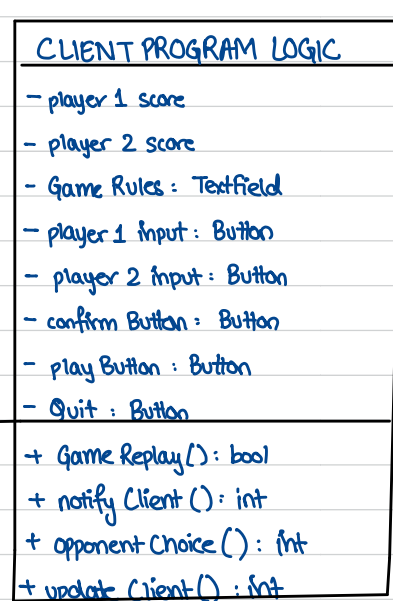
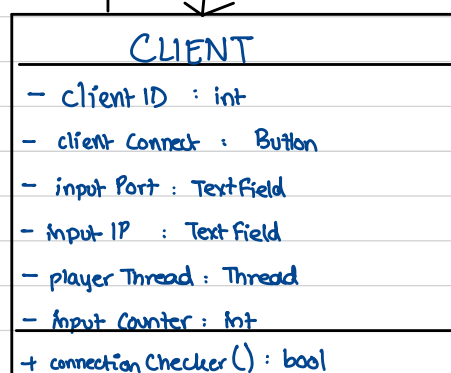


## Networked Connect Four Class Diagram

### SERVER



### CLIENT



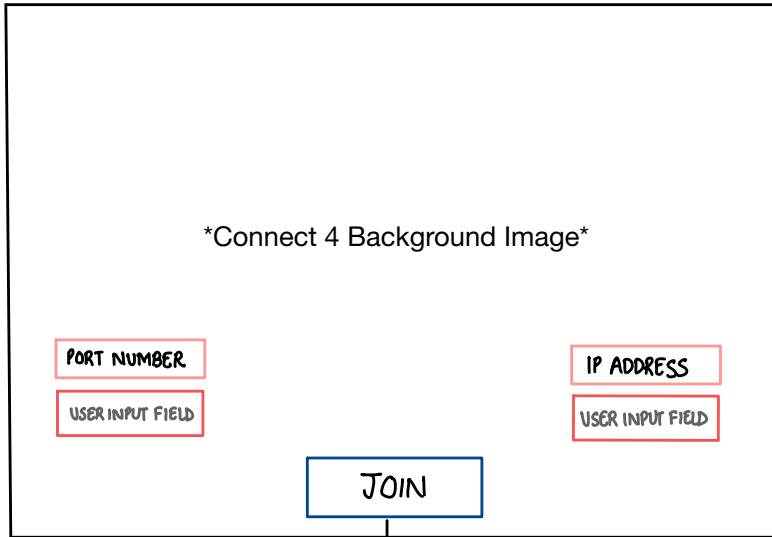
Rimsha Rizvi

## Networked Connect Four Client Wireframe

Legend

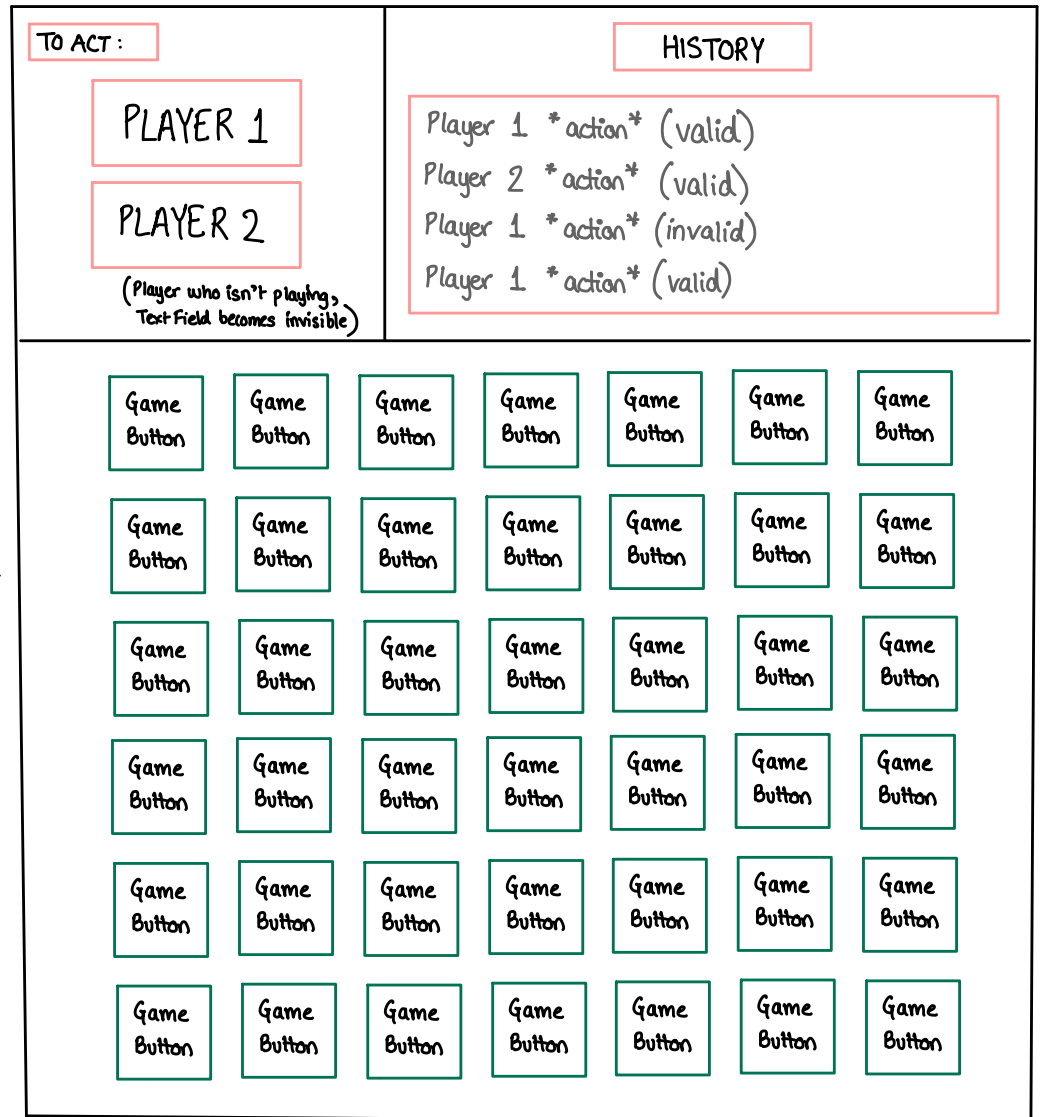


### SCENE 1



on button press

### SCENE 2



when game logic  
determines winner

### SCENE 3

