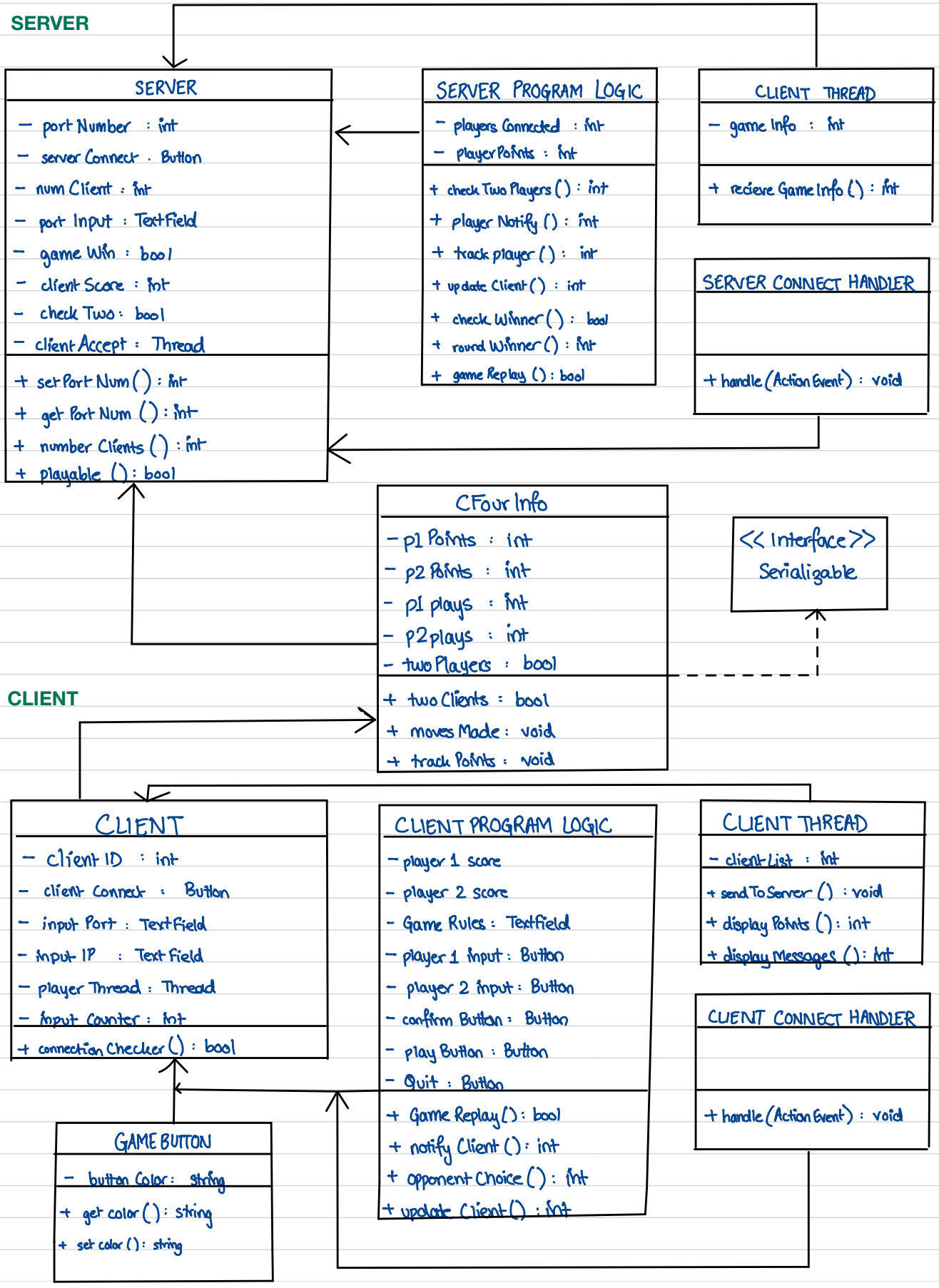
Team: Gianpaolo Lombardi (glomba5)
Rimsha Rizvi (rrizvi3)

Project 3 - Networked Connect Four
Class Diagram



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Project 3 - Networked Connect Four
Client Wireframe

Legend
- Text Field
- Button
- User Input
- Game button

SCENE 1

Connect 4 Background Image

PORT NUMBER
USER INPUT FIELD

IP ADDRESS
USER INPUT FIELD

JOIN

on button press

SCENE 2

TO ACT :

PLAYER 1

PLAYER 2

(Player who isn't playing, Text Field becomes invisible)

HISTORY

Player 1 *action* (valid)
Player 2 *action* (valid)
Player 1 *action* (invalid)
Player 1 *action* (valid)

Game Button (7 columns × 6 rows)

when game logic determines winner

SCENE 3

Thanks for Playing!
Player _ won!

Play Again!

on button press

Exit

on button press, terminate program