

# Project 1

Title

**Connect Four**

Course

**CIS-17b**

Section

**43399**

Due Date

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# 1 Introduction

**Title:** Connect Four

Connect Four is an easy game for two people to put their checker into a board in order. Two players own different colors of pieces, and these pieces come in two colors, black and red; The board is placed vertically, so the pieces can only slide down from the top to the bottom. And the players need to put his/her pieces to the top of the column that he/she would like to let the piece slide down. Place pieces one by one, until one player wins the game.

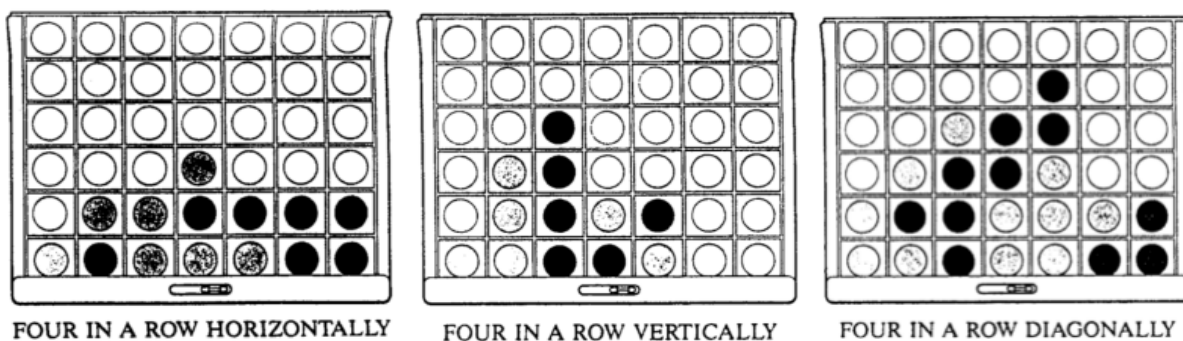
## 2 Game Play and Rules

**Number of players:** 2

**Rules:**

Try to build a row of four of your colored checkers in a row - horizontally, vertically, or diagonally while keeping your opponent from doing the same.

There are three pictures that show the three situations:



**How to play:**

1. Decide who plays first. Players will alternate turns after playing a checker.
2. On your turn, after clicking your checker, click the column in which you want the checker to fall, and the checker will land in the bottom empty slot in that column
3. Play alternates until one player gets FOUR checkers of his or her color in a row. The four in a row can be horizontal, vertical, or diagonal.

**How to win:**

If you are the first player to get four of your checkers in a row, you win the game!

**To start another game:**

1. If you or your opponent won the game, there will be a "You win!" "Or" Sorry, you lost "and asks if you want to start over.
2. If you want to abort the game, you can restart or quit the game by clicking the "abort game" button next to it.

### 3 Development Summary

Lines of Code	
Lines of Comment	
Number of Class	
Total Lines of Source File	