

# Project: Connect Four

Due to the christmas holidays there will not be any lectures until the second week of january. To bridge this gap we worked out this project, which you should implement until our next lecture. You can solve this task using the methods and approaches you have learned during the lectures. Feel free to use the lecture slides, examples and online tutorials if you are stuck. We hope you have fun and enjoy implementing the game connect four.

## Game description

Connect four is a two-player connection game in which the players first choose a color and then take turns dropping colored discs from the top into a seven-column, six-row vertically suspended grid. The pieces fall straight down, occupying the next available space within the column. The objective of the game is to be the first to form a horizontal, vertical, or diagonal line of four of one's own discs.

## Task description

Create a digital version of the game connect four. Use java and IntelliJ to implement your solution. A barebone project-setup is provided for you on GitHub. In this project the required class files as well as the corresponding methods are provided. To make troubleshooting easy, we ask you to stick to the provided structure.