



Digital Egypt Pioneers Initiative



Team Members

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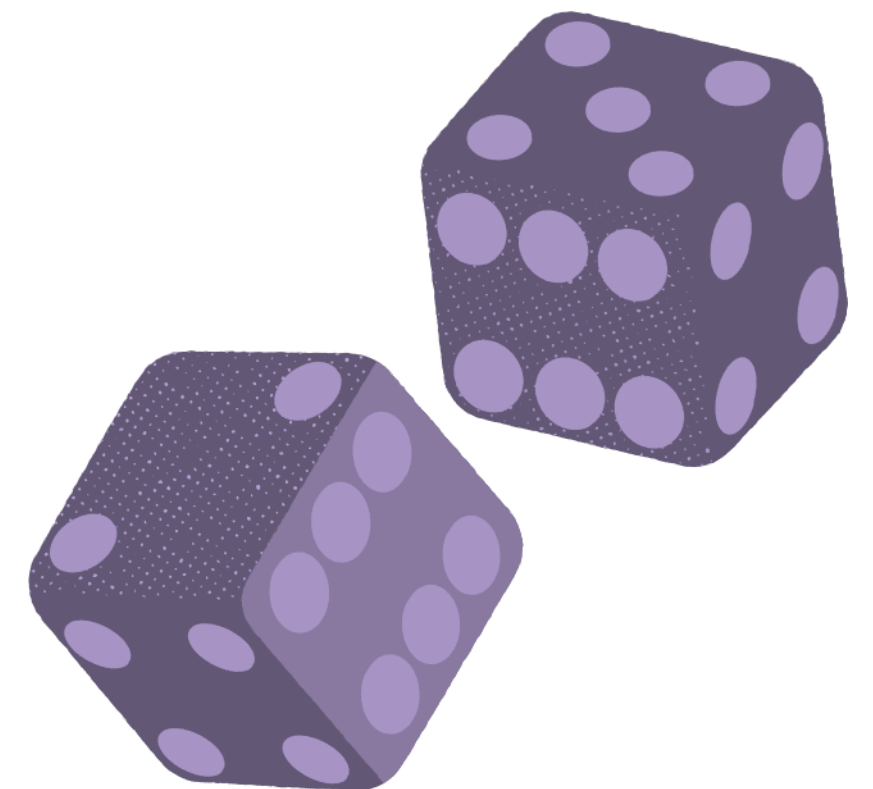
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Ebtsam Mohamed

Connct 4 Game

Group Code: CA11_SW3D3_G1e



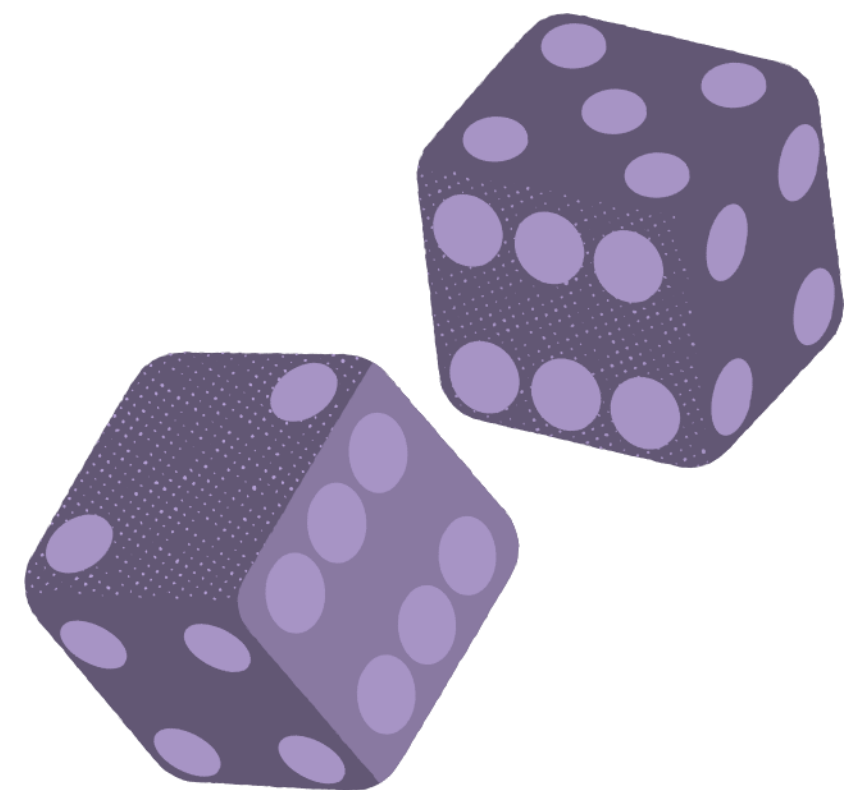
Project Overview

Connect 4

Introduction



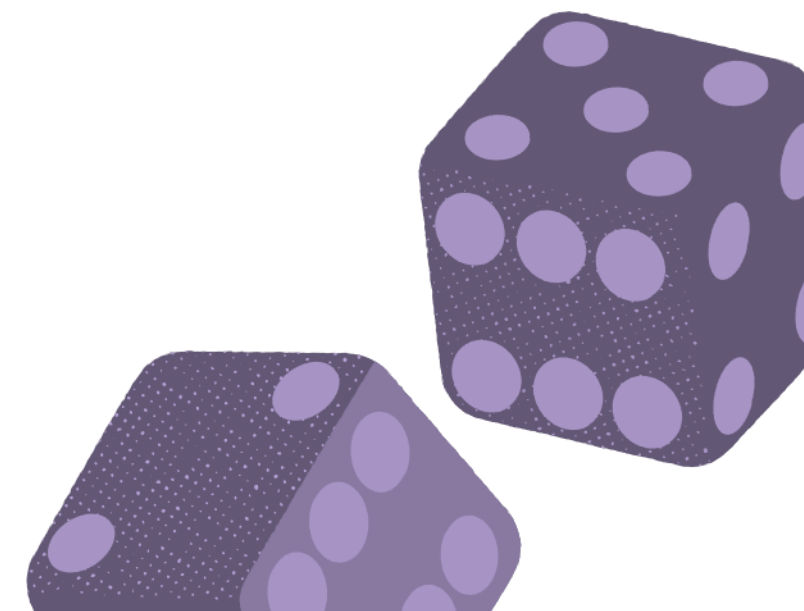
We developed a web-based Connect4 game to apply front-end development principles. This game allows users to play the classic Connect4 game directly from their browsers using modern web technologies.



Connect 4

Objectives

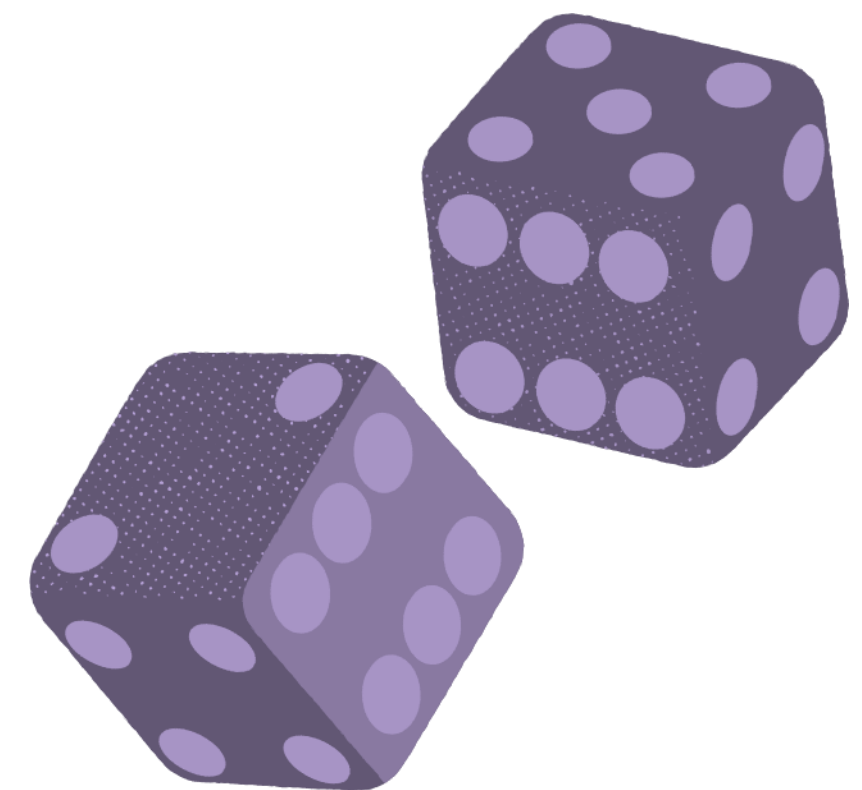
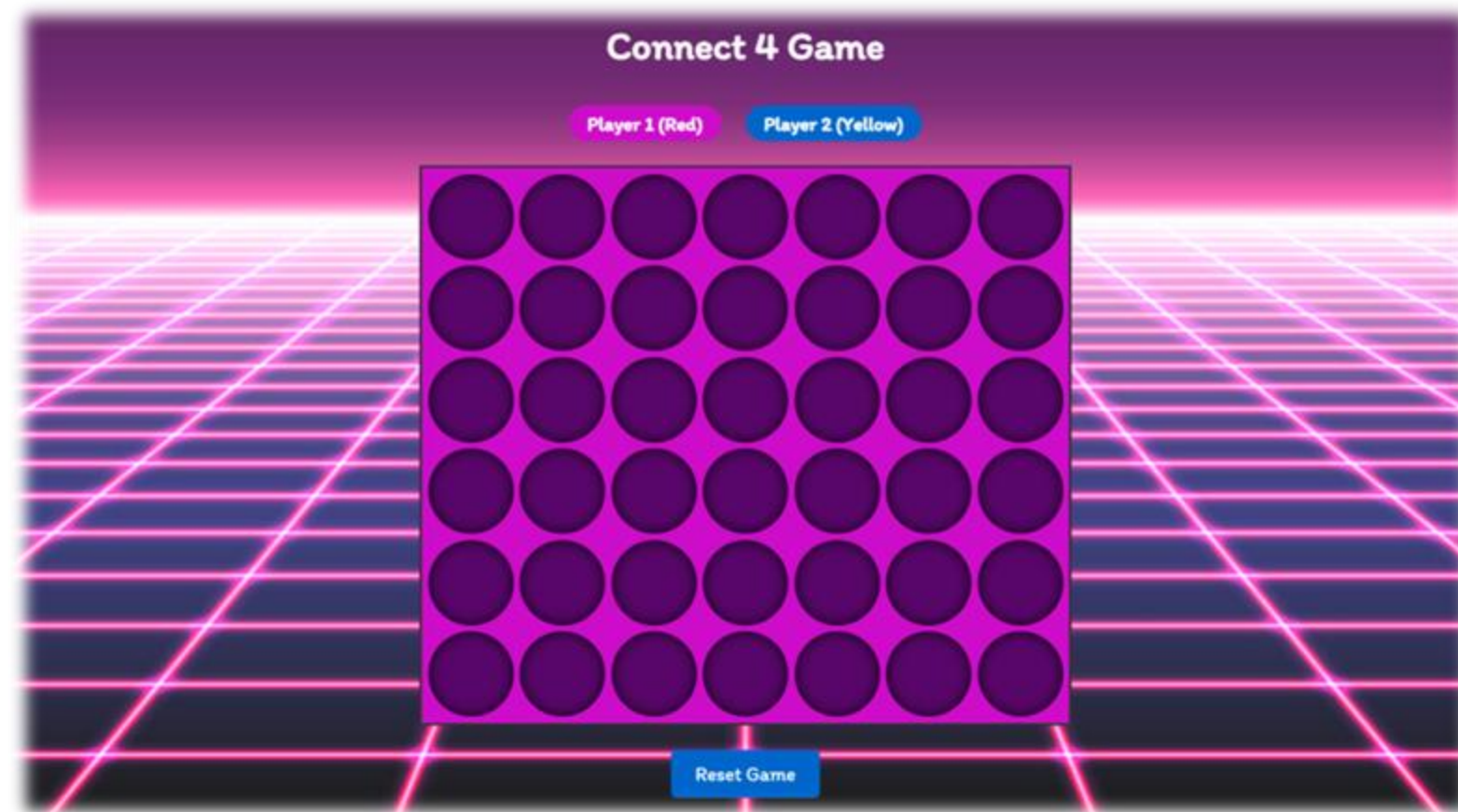
Our primary objective was to build an interactive, user-friendly web application where players can enjoy the Connect4 game. The game is designed to enhance engagement through a clean interface and responsive design, while also showcasing our understanding of HTML, CSS, Bootstrap, and JavaScript.



Connect 4

Features

The game includes a user-friendly interface, turn-based gameplay, win/lose detection, and a reset button to start a new game.



Connect 4



Key features and functionality

Strategic Thinking:

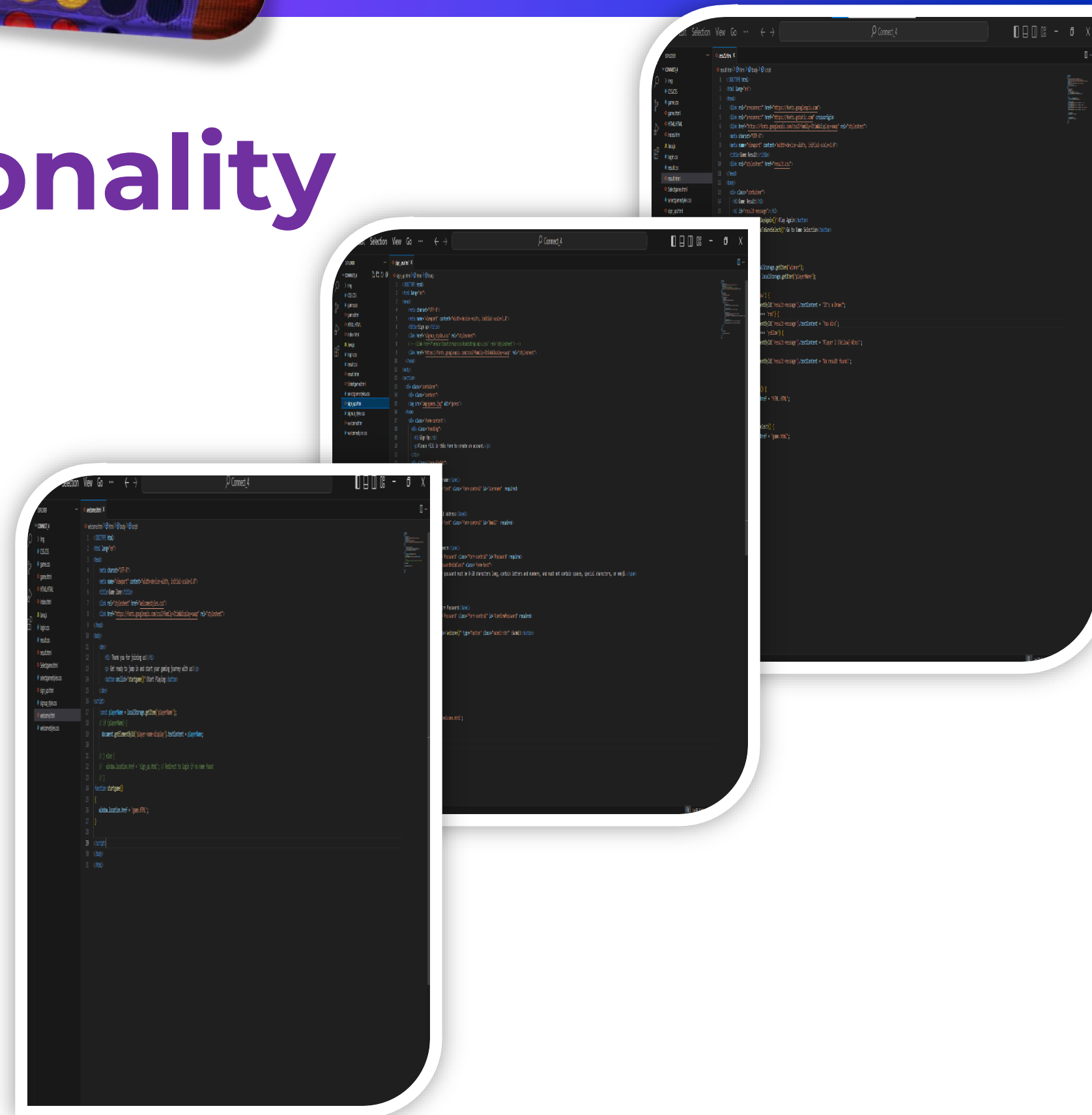
Develops skills in planning and strategy.

Gameplay:

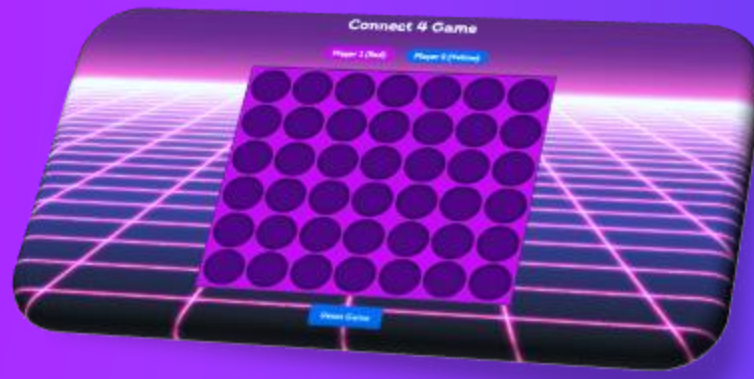
Players aim to connect four of their pieces in a row (Vertically or Horizontally or Diagonally)

Preventing Opponent:

Players must also block their opponent from achieving the same goal



Connect 4

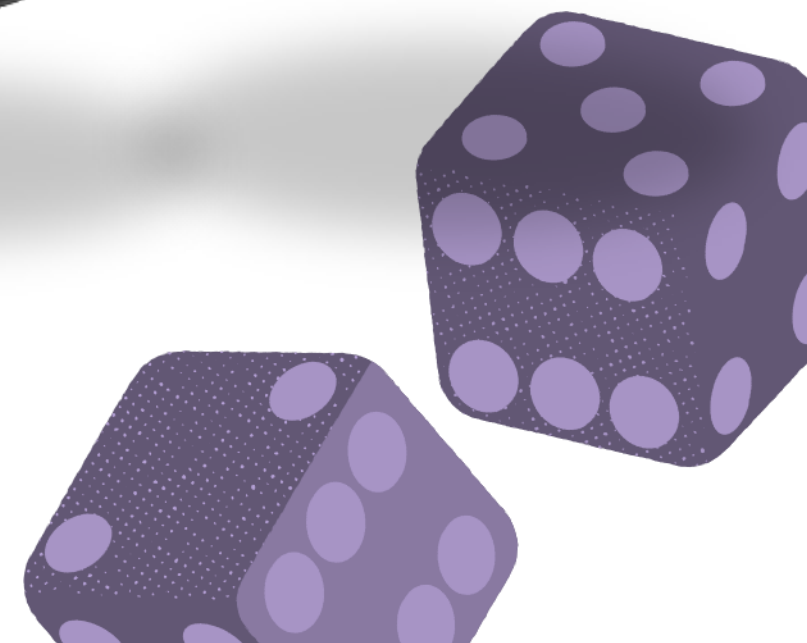


Skills Enhanced:

- Improves focus and decision-making abilities.
- Teaches anticipation of the opponent's moves.
- Encourages thinking several steps ahead.

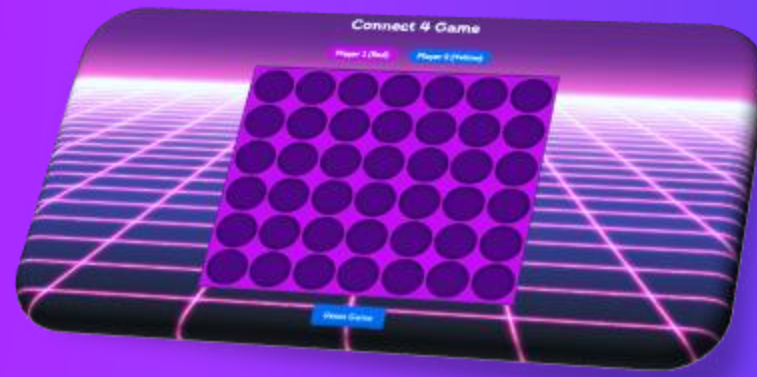
Competitive Fun:

- Provide engaging and enjoyable experience for players.
- Feel free to ask if you need more information!



Project Details

Connect 4

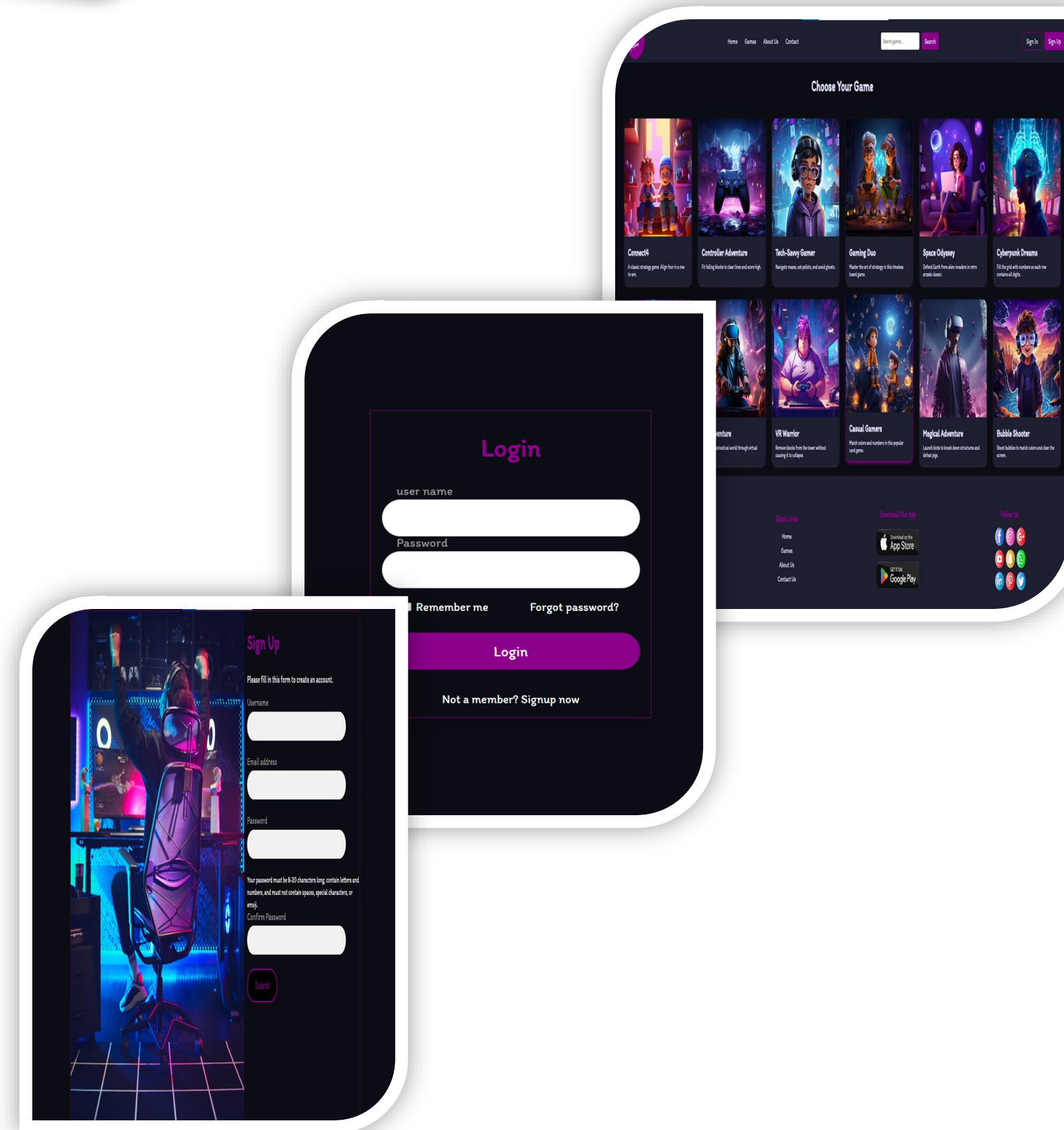


User Interface

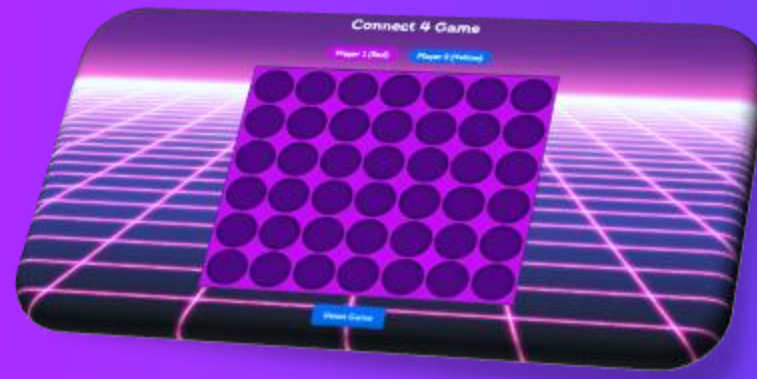
The game's interface was designed using HTML and CSS. Bootstrap was used for styling and responsiveness, ensuring the game looked great on different screen sizes.

Game Logic

The game logic, including turn management, disc placement, and win condition checks, was implemented using



Connect 4

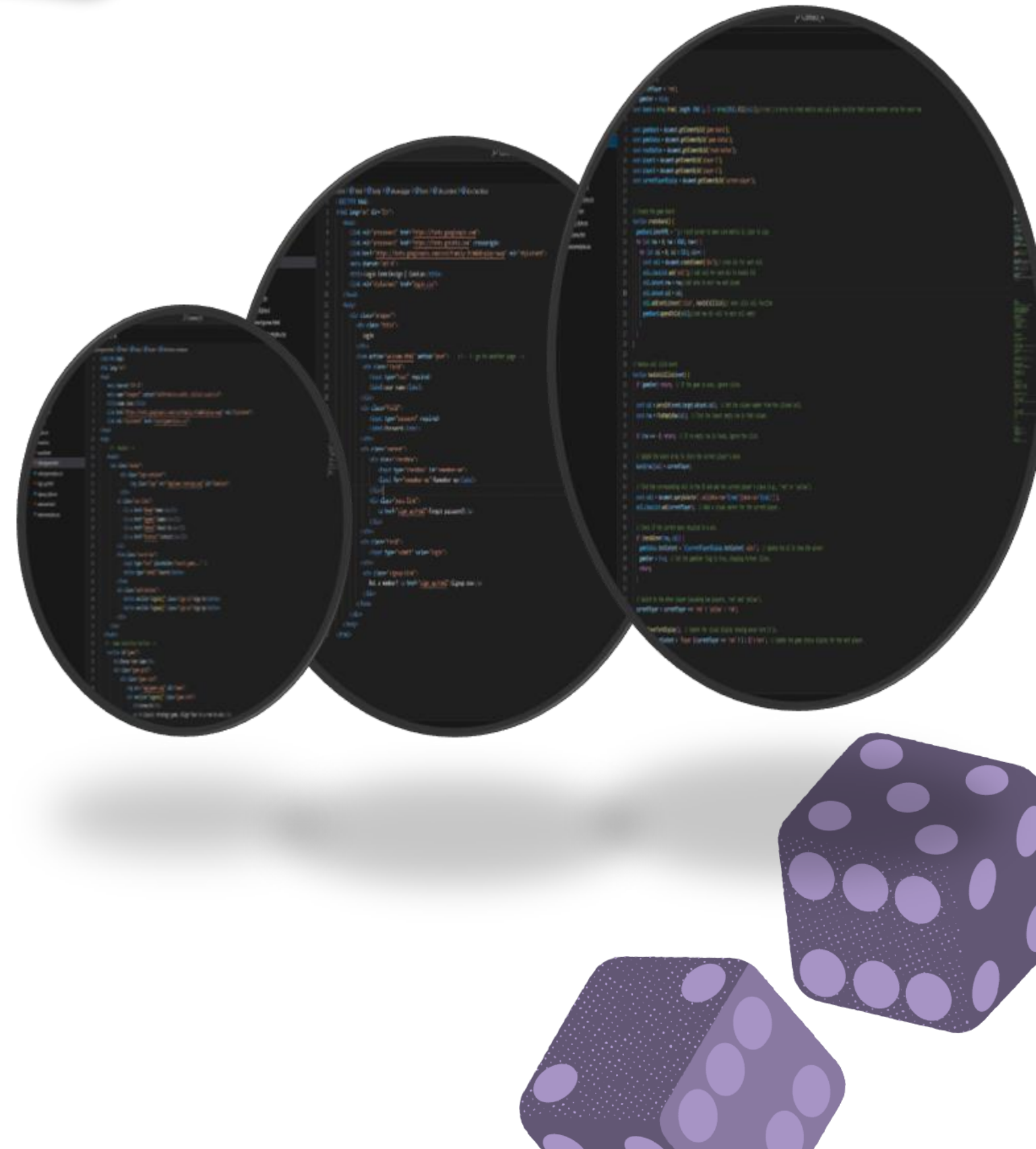


Functionality

The game allows players to interact with the board, drop their discs, and receive feedback on the game's status.

User Experience

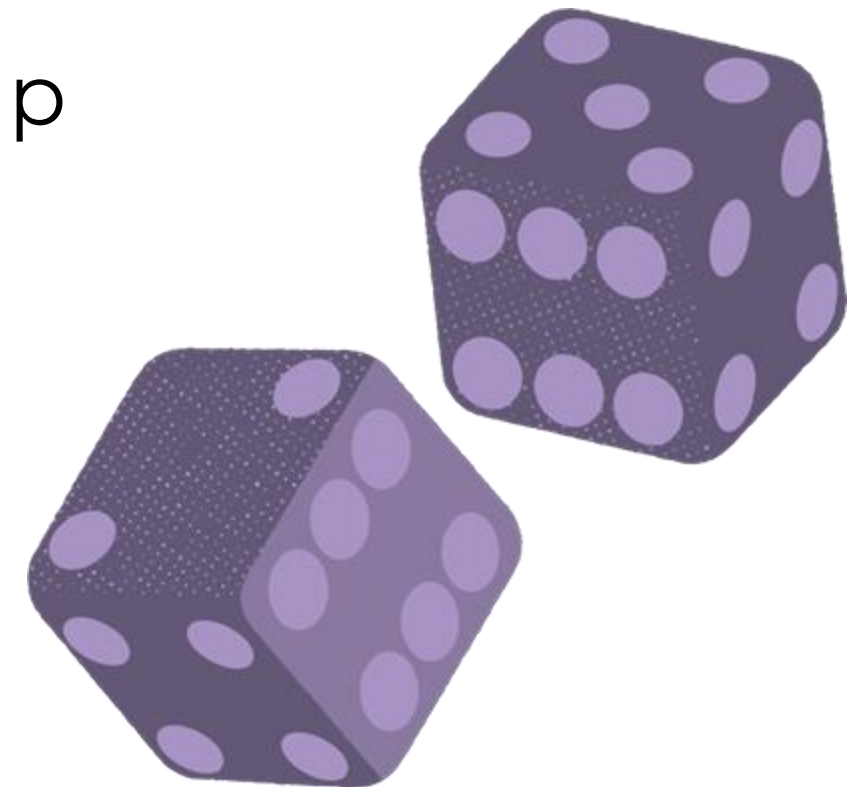
The focus was on providing a smooth and enjoyable gaming experience, with clear instructions and intuitive controls.

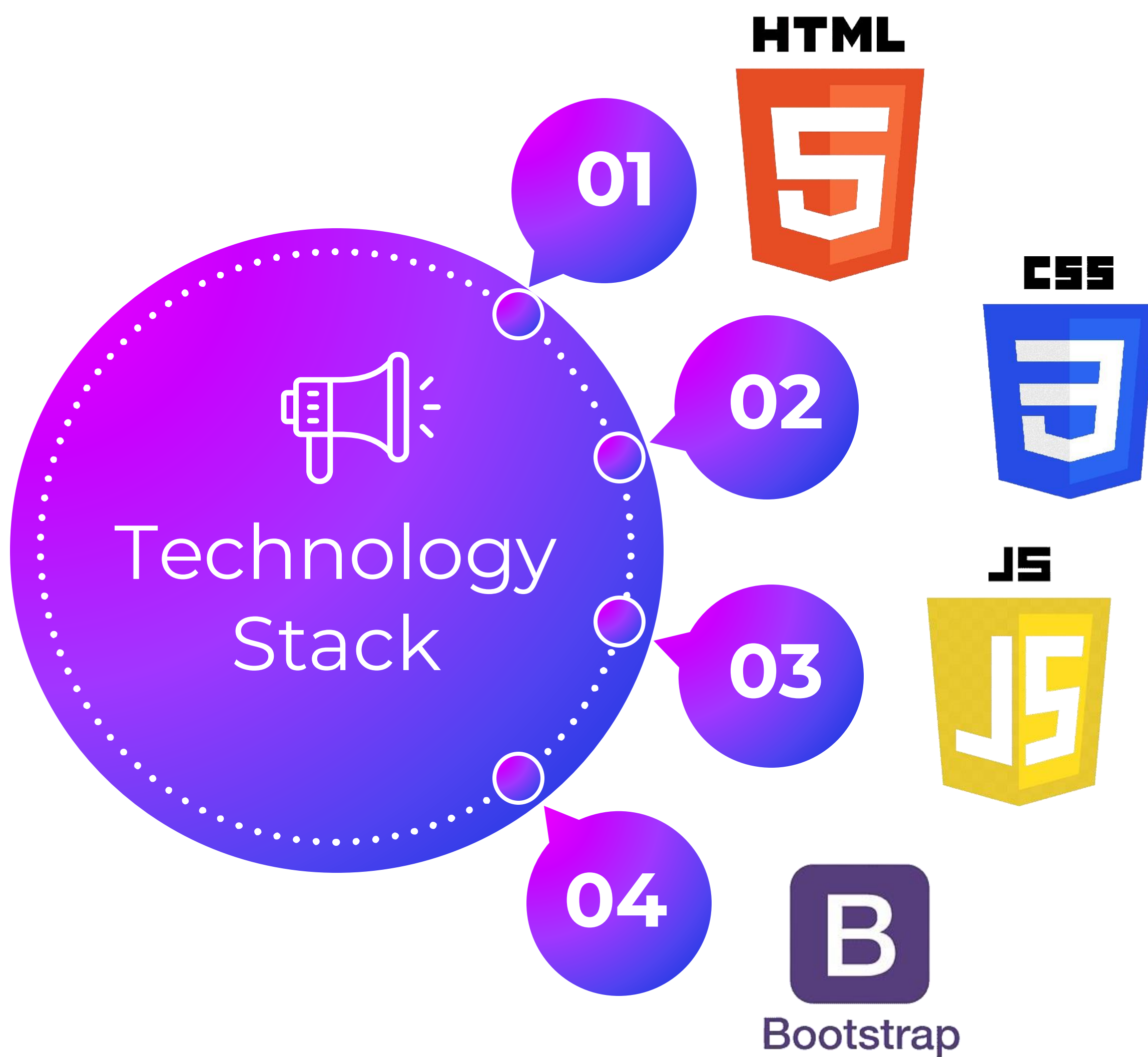


Connect 4

Here are the steps to start the Connect 4 game

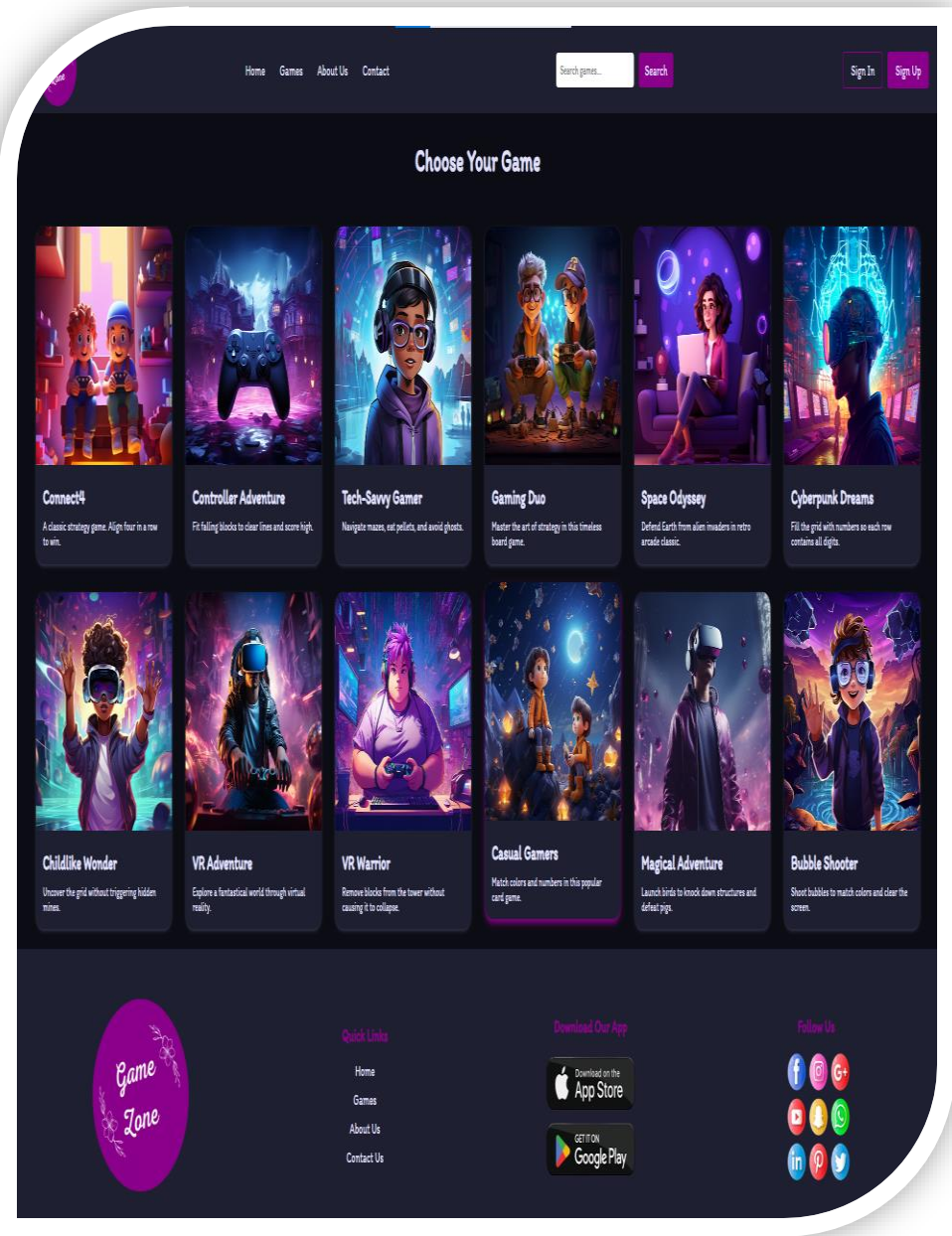
1. Log in to any Internet browser
2. The appearance of the selection page Game
3. The login page will appear and the user will be asked to log in
This is in the event that the user has account
4. In the event that the user does not have an account, the sign up page will appear, and account
5. The welcome page will appear
6. The Connect 4 game will appear
7. Finally, the result page appears to the user



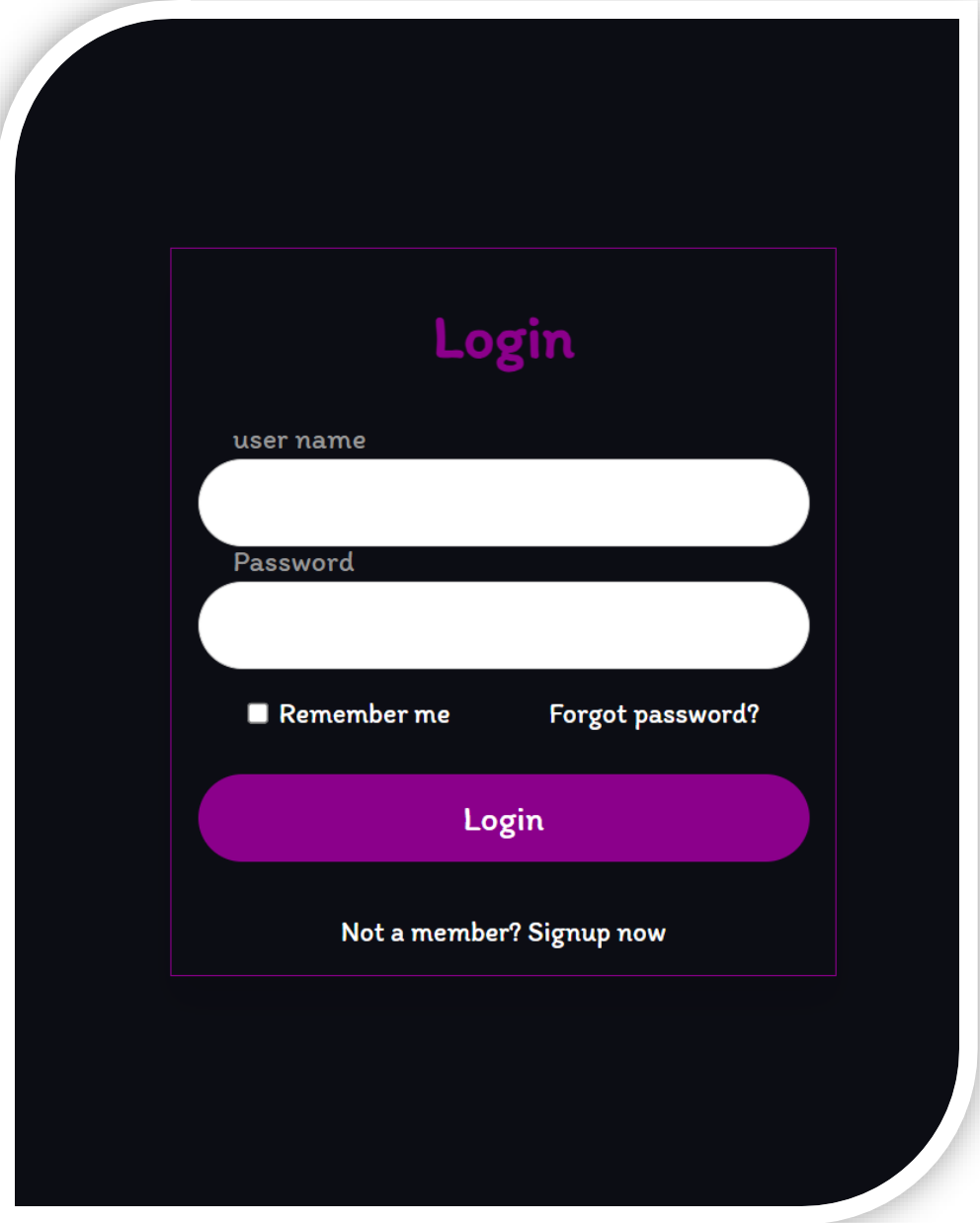


Final Results

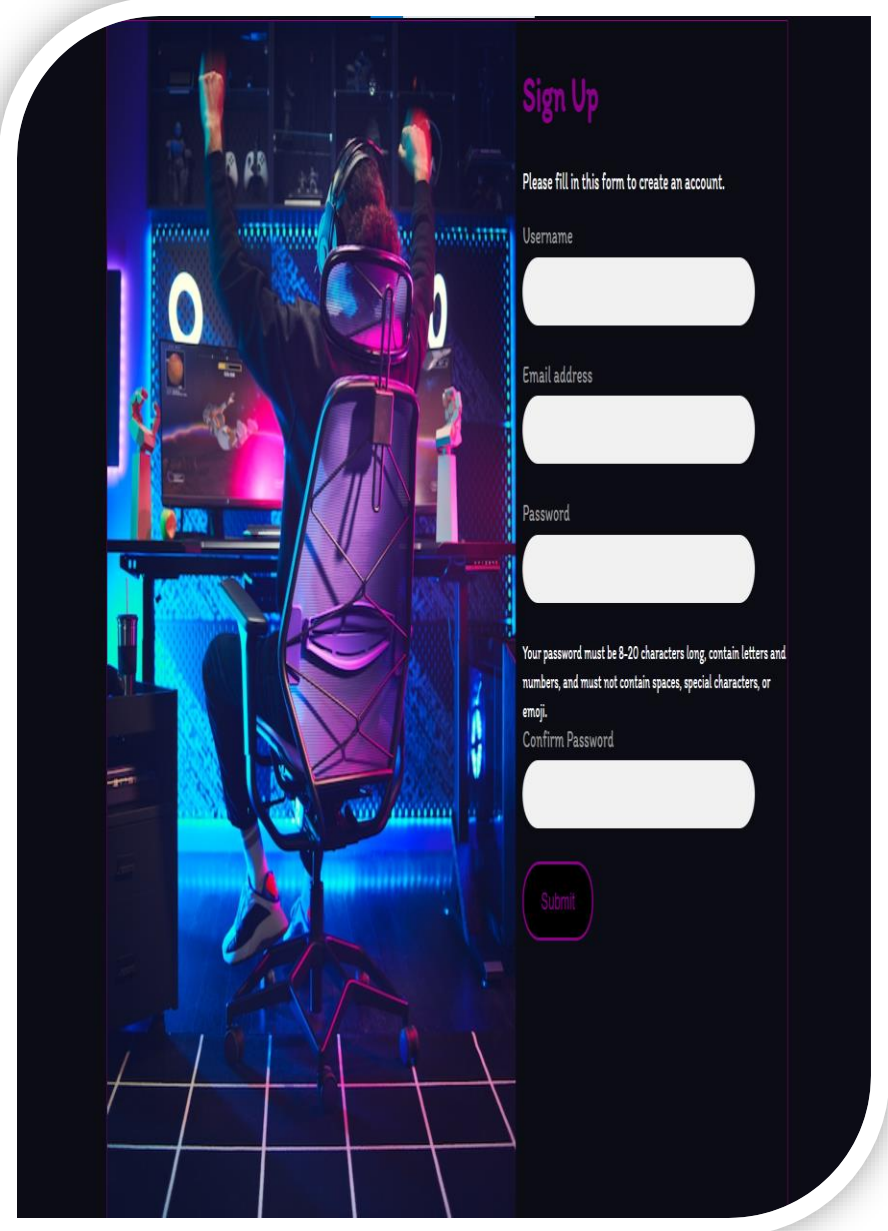
Connect 4



select page

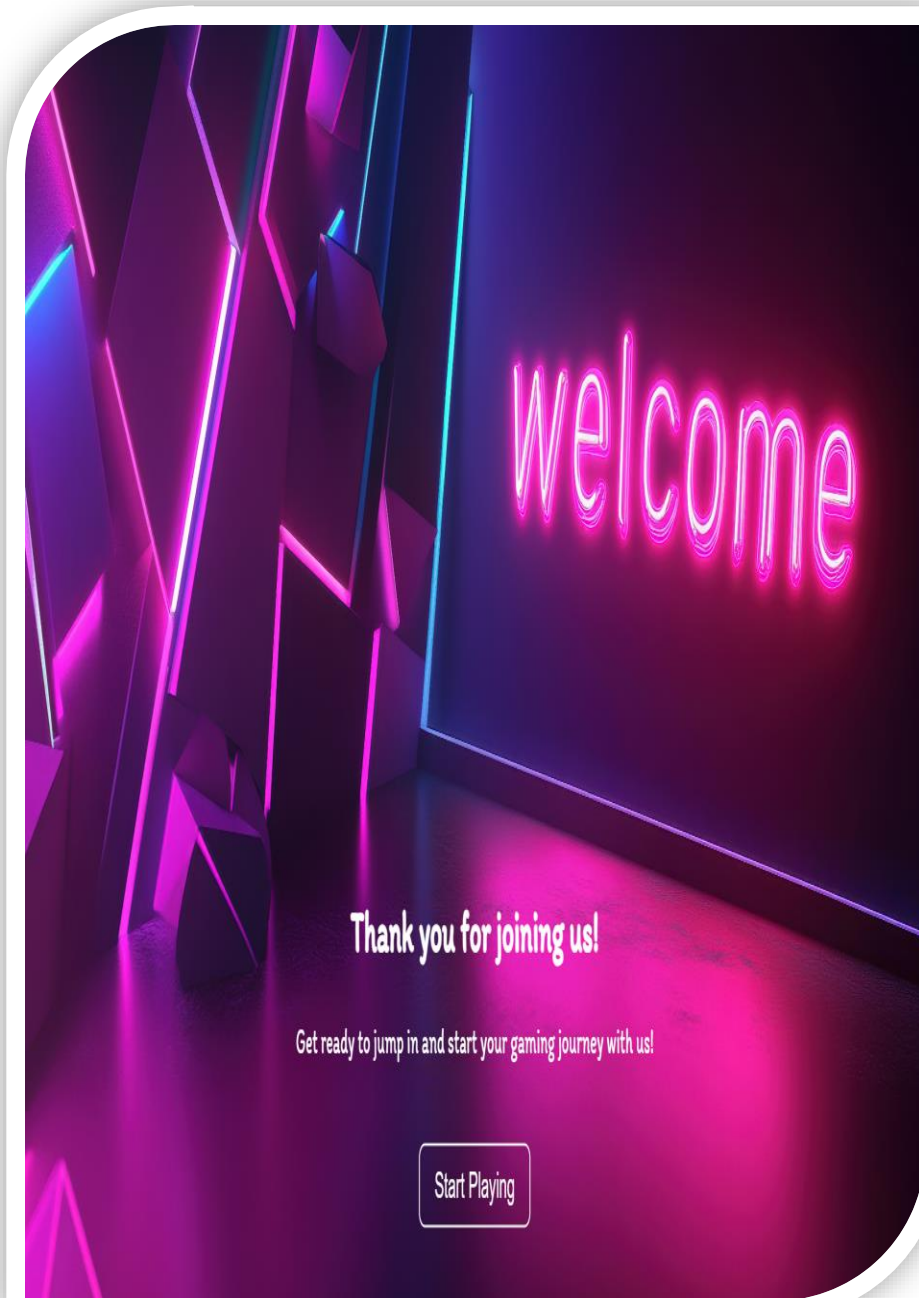


login page

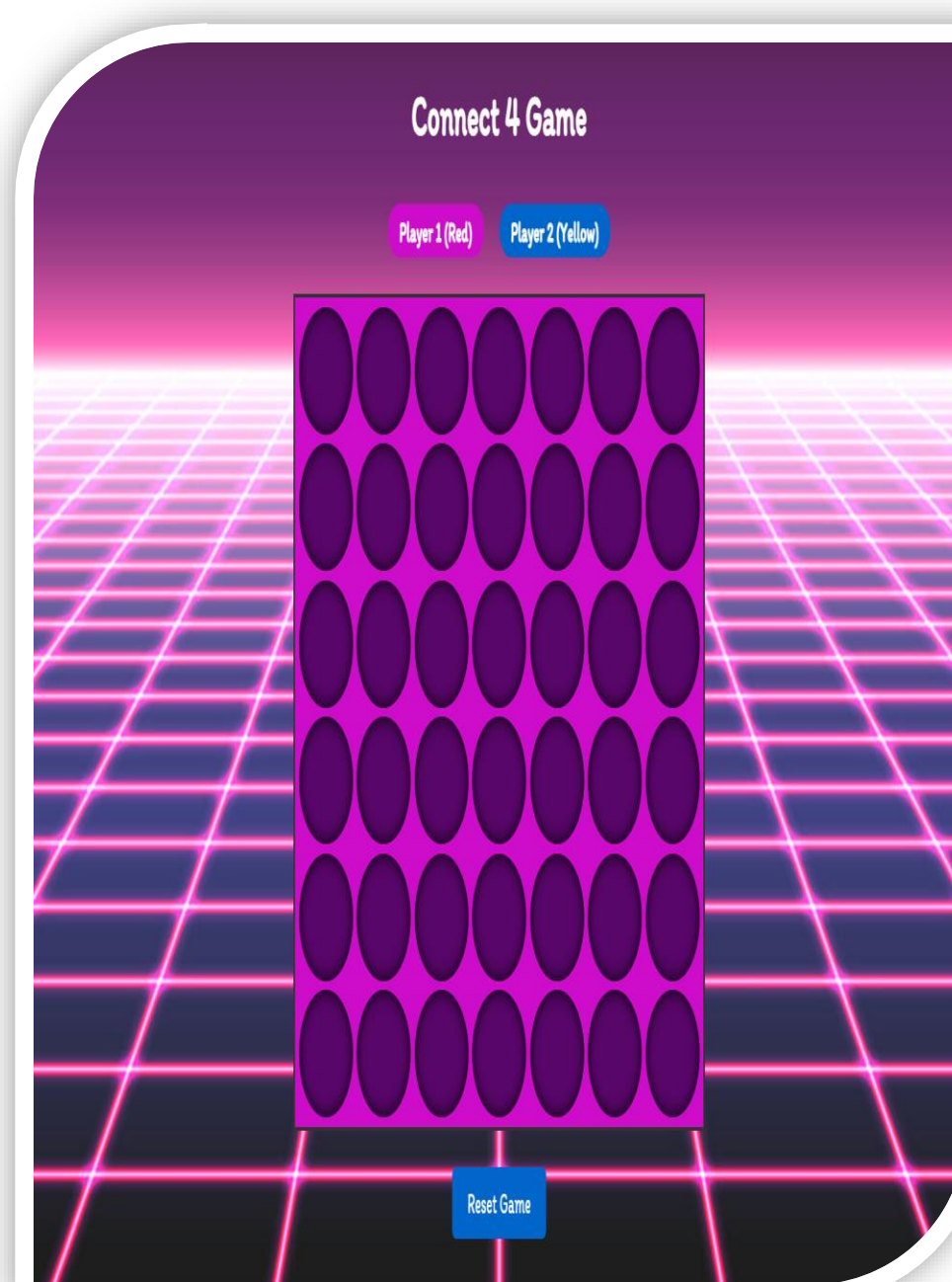


signup page

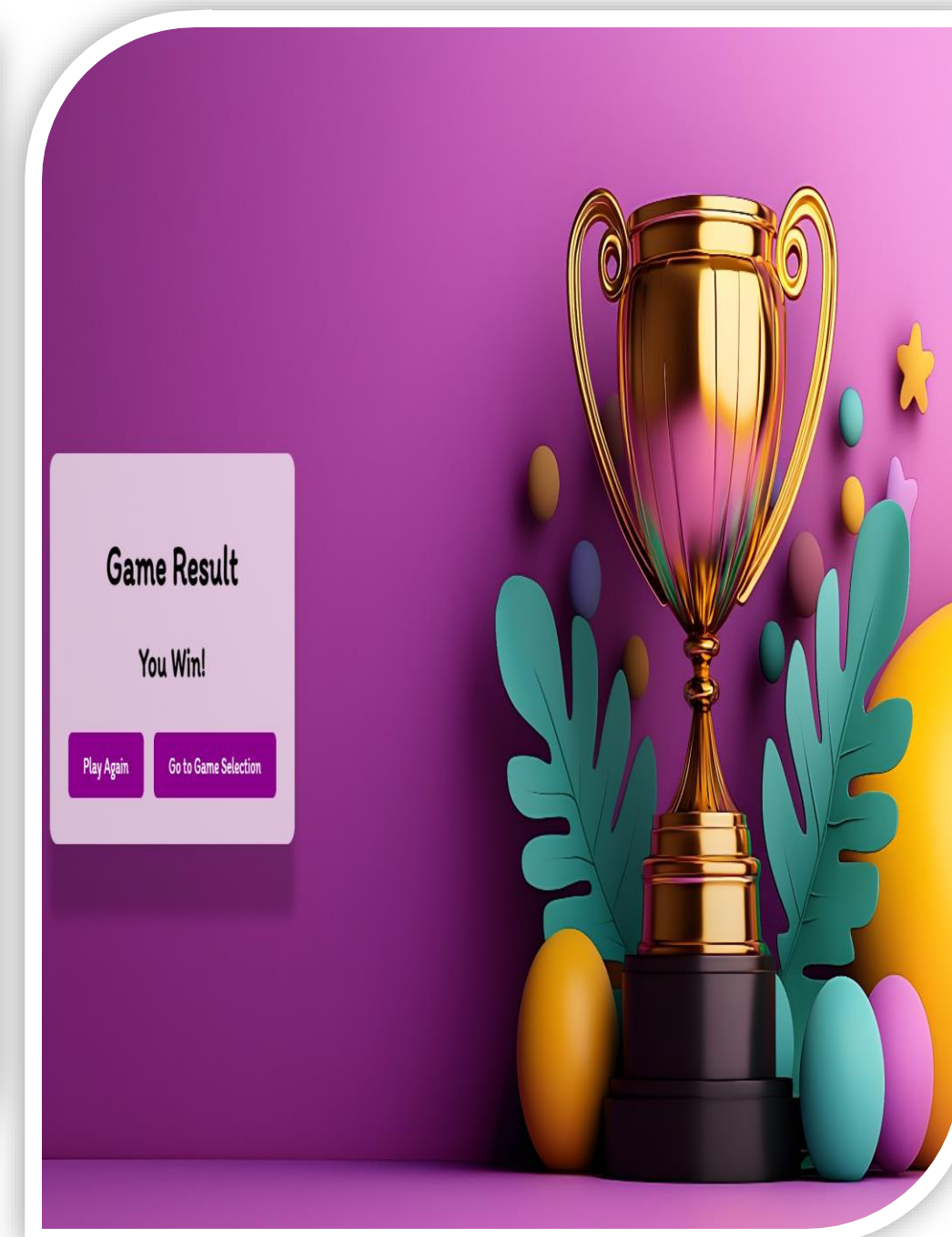
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welcome page



connect 4 game



result page

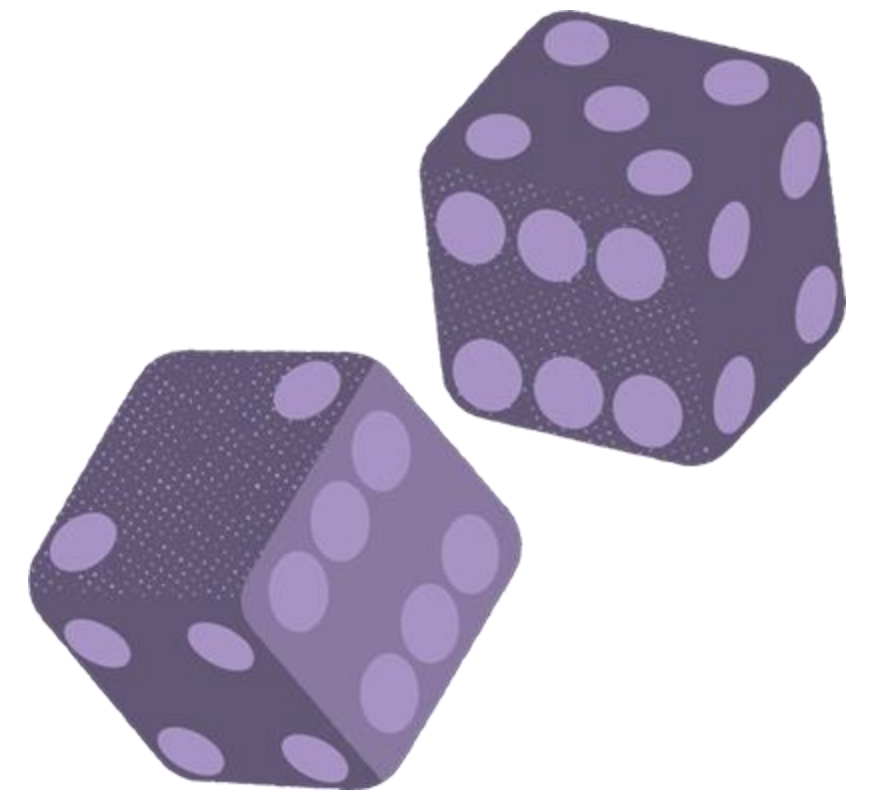
Challenges and Solutions

Challenges

creating alignment and forming a cohesive website

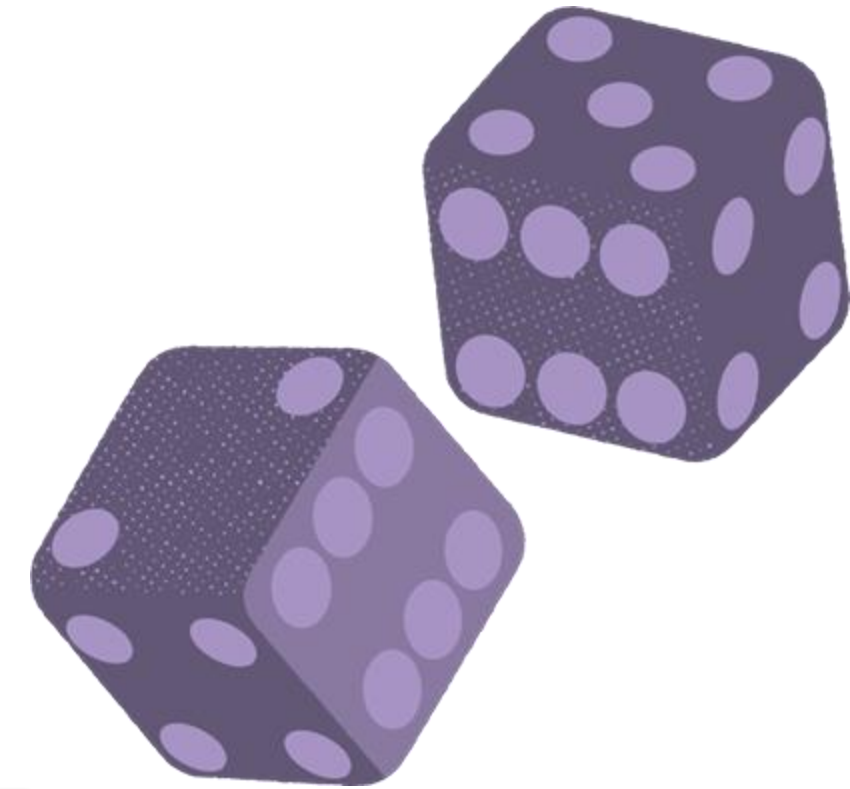
Solutions

Having regular team meetings to ensure alignment



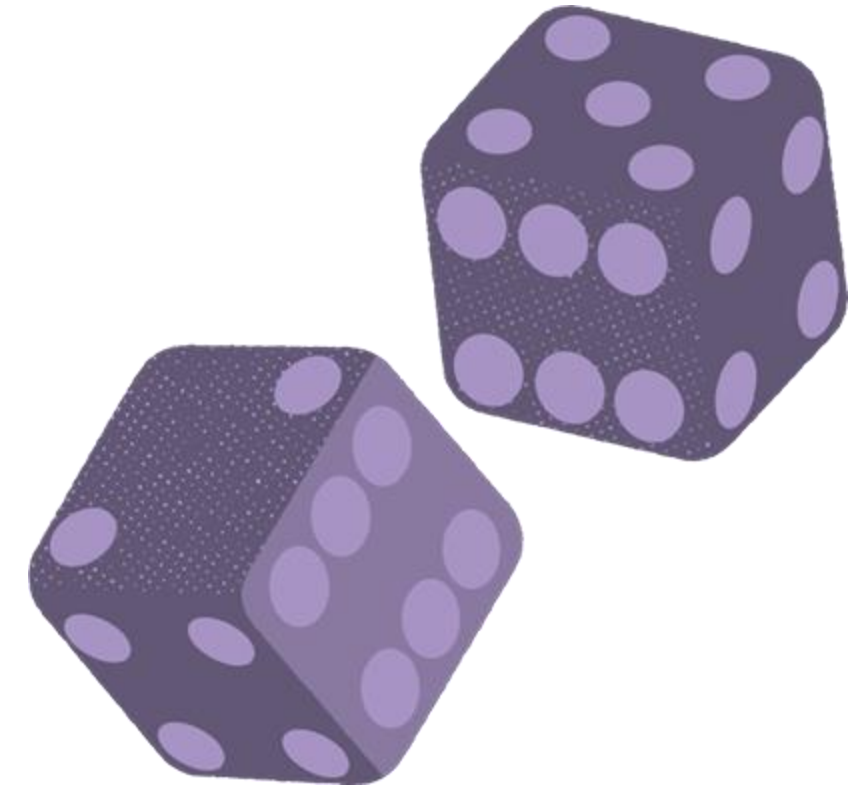
Connect 4

Conclusion



This project allowed us to apply our front-end development skills to create a fun and interactive web game. We are grateful for the opportunity provided by the Digital Egypt Pioneers initiative and thank our mentors and teammates for their support.

Connect 4



Q&A

Thank you for your attention.

We are now open to any questions you may have about the project or its development process.



Thank you