

Implementation Details-ish:

- We have 3 classes here GameButton, Themes and mainly Board.
- We inherit methods and variables from the default Button class into the GameButton.
- There is a composition relationship between Themes and Board, and GameButton and Board.

UI / UX DESIGN

Welcome to connect 4

Play Game



game play ▼

Reverse

game play ▼

original

theme 1

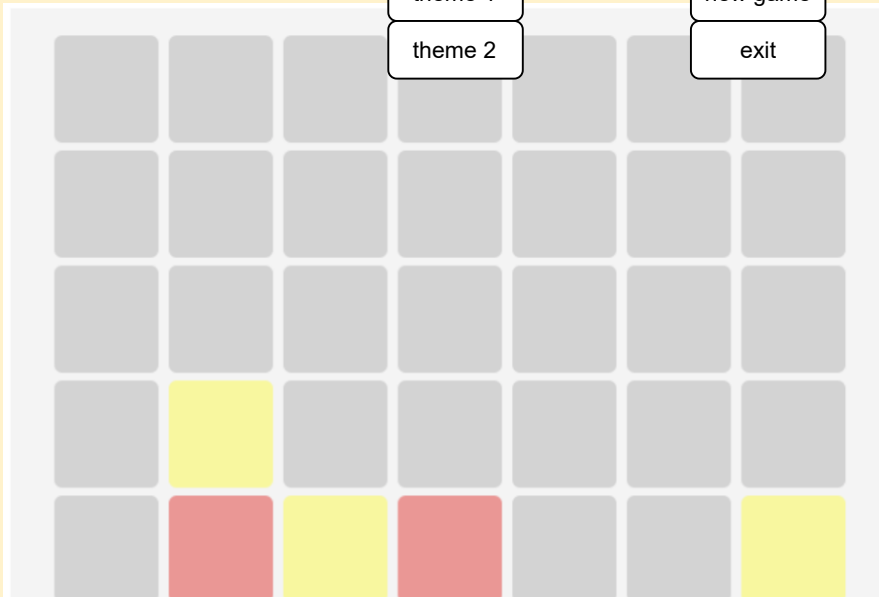
theme 2

game play ▼

how to play

new game

exit





which player's turn, where the move was, if it's a valid move



message announcing winner of the game

New Game

Exit

