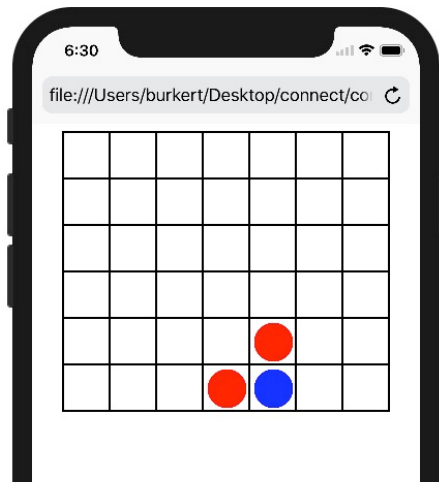**zh aw**   **School of
Engineering**

P11 Mobile Web: Layout, Responsive Web Design

In the folder "connect-four", you find a partial implementation of the Connect-Four game. This implementation doesn't use a canvas element, just plain HTML, CSS and JavaScript.

1
Analyze the way the graphics are generated. The HTML file is almost empty, since most of the work is done in JavaScript. Have a look at the generated DOM nodes (browser's developer tools). Inspect the stylesheet. Currently, the fields are shown in one column.

- Use CSS *float* to display the board with 7 columns and 6 rows. The game should be playable now.
- Duplicate the HTML file and create a version using *FlexBox* to show the board.
- Optional: create a third version of the game display using *CSS Grid Layout*.

2
Enhance the presentation of the game screen:

- Add a header with a title.
- Add a message area that indicates whether "red" or "blue" is the next player.
- Make the game responsive: In Portrait mode the message area should be shown below the game table, in landscape mode it should be shown beside it.