Assignment 2
CMPT 128

Inputs:

- Size of the board
  - Must be between and including 8 to 25
- Number of pieces in a straight, unbroken line to win
  - Must be between 4 and the size of the board – 4
- The column of the piece to be placed on the board
  - Must be a valid column that exists on the board

Outputs:

Screen outputs

- User prompts
  - ***Please enter the size of the board***
  - ***8 <= numRows <= 25:***
    - Prompt for the input for the size of the board
  - ***Please enter the number of pieces in a row to win***
  - ***4 <= numToConnect <= numRows – 4:***
    - Prompt for the input for the number of pieces in a row to win the game
  - ***Enter the column where you wish to place your piece***
- Messages indicating to the players whose turn it is, as well as who has won.
  - ***Red goes first***
  - ***Red has forfeited their move***
  - ***Black has forfeited their move***
  - ***Red has moved***
  - ***Black has moved***
  - ***Red has won***
  - ***Black has won***
- Error messages indicate to the players that something has gone wrong in the game, and could either be a program issue or a player issue
  - ***ERROR: The board was not initialized***
    - Indicates the player that the game board was initialized incorrectly
  - ***ERROR: COULD NOT DISPLAY BOARD***
  - ***Illegal move***
    Column <columnChosen> is already completely full try again
    Column number should be >= 0 and <= <numRowsInBoard - 1>
    - Indicates that the column that the player chose no longer has space to place a piece

- o *Illegal move*
  That column is not on the board: try again
  Enter the column number where you want to put your piece
  Column number should be >= 0 and <= <numRowsInBoard - 1>
    - Indicates to the player that the column that the player has chosen does not exist on the game board
- o *ERROR: Invalid column chosen, cannot check for winner*
- Board Outputs
  - o Initial board with the row and column numbers around the outer edges
  - o Updated board with every move made
    - Will output after each move by each player