**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
  + ***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
  + ***ERROR: Invalid column chosen, cannot check for winner***
* Board Outputs
  + Initial board with the row and column numbers around the outer edges
  + Updated board with every move made
    - Will output after each move by each player