CONNECT 4 DESIGNS

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<https://vcejaeli.github.io/n320summ2021/projects/project-one/index.html>

DEVELOPMENT PROCESS

The development process wasn’t easy, I tried coming up with all the functions and “pathways” a regular game of connect 4 would lead to. I tried coding at first with a very broad roadmap, which wasn’t the best idea. I then did the proper thing and drew a diagram with more specific tags, functions, connections, and so on. I made the svg for the board on illustrator which was the easiest part. However, the code that illustrator imports is always a numerical mess that never pastes properly.

I have found it quite difficult and oddly complex how coding connect 4 is. As a beginner I was overwhelmed and confused, and I spent a lot of the time staring at the screen or my cats in frustration.

Afterwards, I created two chips using the svg tag to represent the chips. I was struggling to incorporate the svg board image and I wasn’t sure how to make that happen, so I found a YouTube video where they use a table, and that seemed to be standard, and make sense. Since I already know how to make a table, I did not feel the need to watch it further, but the search did help redirect me and find a way to add interactivity with a board, whereas before I was mainly just shooting in the dark with no real grasp of how to make that happen. I then made the table and had at least some type of clear square area I wanted to target. So, the next thing was giving each of the circles its own coordinates. Now, I am not a math or programming wiz, so I thought about this one for a bit. I remembered that JS targets id’s and then that’s when I added an id tag to every single circle on the board. I was doing a pretty basic job of numbering them numerically in the same order until my wonderful girlfriend said it seemed like too much effort and suggested I simplified it. This was the moment it was made obvious to me that I should order it better for legibility’s sake. So, I went with a system where say the first circle is 11 (row 1, circle 1) and the first circle in row 2 is 22, etc. This was great and it helped make it so much clearer where each circle is. I took a break from this and came back to work on the look of the site:

After working on the code for a little bit and playing around, I found an awesome way to incorporate my svg design of the board with the project so that I could still have the table and keep my svg. I did this by making the table invisible and placing the svg over it with a few positioning tricks and such.

Soon after I looked over a tic tac toe project I had made a year prior to get a sense of direction, and see if there was anything that could help my struggles. I found some code that was useful and so I modified it to connect 4 and tried to get it to blend in with the arrays I had built, my checkwin function, my r and y moves, and so on. In the end I feel like I really did try but my inexperience and confusion got in the way. This made it so that the final product does not work 100% but I at least feel good in the fact that I set up a diagram, a plan, made adjustments, and I understood in a way what needed to be done. I just did not have the code/coding ability (for now) to program this monster. I also feel good about using my resources, which definitely helped, but they also made me change my approach to things and helped me in the times where I had no idea what to type. I feel good in the fact that I found resources, but that I also did not rip any code, even when it would have been so easy to do so.

I do regret not getting this thing to work all the way, but I stand by my work, and I look forward to fixing/modifying this project when I have more knowledge and experience.

Sources

<https://stackoverflow.com/questions/2070817/add-space-between-cells-td-using-css>

<https://www.youtube.com/watch?v=Hi5hEH1KNEc>

<https://vcejaeli.github.io/n320summ2021/projects/ticTacToe%20from%202020/>

images

A picture containing text, whiteboard

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A piece of paper with writing on it

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