**Computer Architecture cs3340.502**

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| Connect 4 User Manual |
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| Group Members: Fariha Islam, Vishnu Vallatharas, Matthew Rogers, Anvitha Sagireddy |

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Game Startup

## This game of Connect 4 comes in two modes: playing against the computer, or playing against another human player. The startup information is displayed informing the user of the rules and the setup of the game. The game uses a 6 x 7-piece board. Player 1 always places O, player 2 always places X. The screen prompts to enter 1 for playing against computer and 2 to play against another human player. Players may only enter the column number of where they would like to place their piece. To win the game, wither player must connect 4 of their pieces in a row-diagonally, vertically, or horizontally.

Note: Game may end in a draw if the board is filled and neither player is able to connect 4 pieces.

## Option 1: Playing against computer

If playing in computer mode, the computer plays as player 1 and the user plays as player 2. **NEED TO INCLUDE THAT IN PROMPT.** The computer makes its move and the game board is displayed. The user is then prompter to enter a number between 1 and 7 to place their piece in. If the entered number is incorrect, the prompt will be displayed again until a proper prompt is entered. After the user makes his/her move, the board is displayed. Then the computer makes its move again, and the board displays player 1’s moves. The game continues until either player 1 or player 2 are able to connect 4 pieces in a row.

### Option 2: Playing against another human player

If playing in two-player mode, the game begins by prompting the user to enter the column number. Once a valid input is received, the piece is placed in the corresponding column and the board is displayed. The player’s turn ends and the next player is prompted to enter a column number. The game continues until either player wins or the board is completely filled.