1. Display the connect 4 grid with integers showing the grid locations where the user can make a play
2. Display it is RED's turn for starting and allow user to enter a number
   a. Validate this input
      i. Number cannot be less than 1 or greater than 42
      ii. Integers only
   b. If not valid input, ask user again for input
3. If User makes a valid input, make the play and update the grid
4. Swap players to be able to use different markers
5. Check the game's status
   a. If there is a tie, game over
   b. If there are 4 red markers on horizontal, vertical, or diagonal, gameover RED WINS
   c. If there are 4 yellow markers on horizontal vertical, or diagonal, gameover YELLOW WINS
6. Stop the game if one of the above conditions apply

```
do
{
  Ask user to make a move
  Valid move = validateMove(move user made);

  if(valid move == true)
  {
    Make the play the user wanted
    Switch players
    Check the game's status and see if there is a win from 3 possibilties
  }
  else
  {
    The user made an invalid move
  }
  Display the connect 4 grid here
}while(game status = not finished);
```